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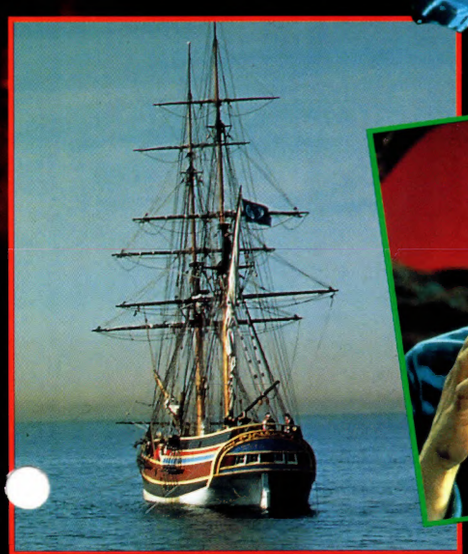

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3V

CHARTING THE GALAXY

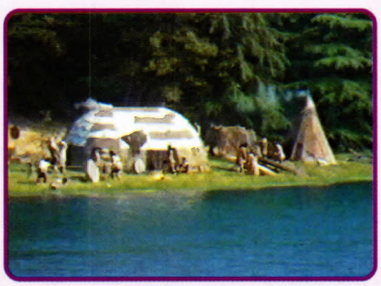
ALPHA QUADRANT

CHARTING THE GALAXY

MIRAMANEE'S PLANET — CLASS-M PLANET

This beautiful and lush world resembles Earth in many ways. Its similar size, mountain lakes, heavy forests, and temperate climate all add to its Earth-like appearance. Even the plant life seems similar, and the scent of honeysuckle and orange blossom have been recorded by visitors from Earth.

The planet, although not formally named, is referred to as **Miramanee's planet** after a female inhabitant and tribal priestess. Miramanee is a member of a group descended from native North Americans who were brought here many centuries ago by a race called the **Preservers**. The Preservers installed a powerful asteroid deflector on the planet to protect it from destruction, as it lies in the midst of an asteroid belt. The planet is first recorded by a **Starfleet** vessel in 2268, when a landing party from the ***U.S.S. Enterprise*** investigates an asteroid on a collision course with the planet. At the time, they are unaware that the planet has survived so long utilizing the asteroid deflector.



The primitive abodes on Miramanee's Planet represent the same styles passed down from the generations of native North American Indians who were brought here by an ancient race called the Preservers. The teepee and wigwam are the most common form of dwelling.

MIRIDIAN VI — CLASS-M PLANET

Uninhabited planet located in the vicinity of the **Romulan Neutral Zone**. In a virtual-reality fantasy engineered by a young child named **Barash**, he claims that he was captured by the Romulans while living here.

The real form of Barash is that of a basic humanoid with large eyes. Barash has very powerful equipment and is able to create virtual worlds that are so real, it is difficult for the person involved to tell the difference between it and reality. Barash claims he is originally from Miridian VI and was captured by Romulans there.

MOAB IV — CLASS: UNCONFIRMED

Located in the **Moab Sector**, the planet of **Moab IV** is virtually uninhabitable by human standards. However, a colony of humans established a successful society there in the late 22nd century by constructing a self-contained biosphere. The people on Moab IV use the biosphere to give themselves complete control over their environment; this is important because the inhabitants are genetically engineered to perform certain duties. Interaction with other species is forbidden, as it would upset the balance of the society's DNA structures, and just about every aspect of life in the Moab IV biosphere is controlled. The first contact with the outside world after the biosphere is contained occurs in 2368, when an away team from the ***U.S.S. Enterprise NCC-1701-D*** visit to warn the inhabitants of a stellar core fragment passing their planet.

Viewed from afar, the Moab IV biosphere is an imposing sight. But its sophisticated engineering isn't enough to protect it from being in danger of damage from a passing stellar core fragment.

The society on Moab IV, the Genome Colony, is so rigid in its structure that any outside influence is frowned upon by a certain segment of the population. After the U.S.S. ENTERPRISE visits to warn them of possible danger to the colony, several of their members decide to leave. This creates large gaps in the society's DNA patterns that have been so carefully manipulated to give everyone here a purpose in life.

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The Guide to the STAR TREK Galaxy

FILE 3 CARD 3V

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

MIZAR II — CLASS-M PLANET

This is the homeworld to a peaceful race, the **Mizarians**, who are physically characterized by their grayish and wrinkled complexions. In a period of 300 years, the Mizarians are conquered six times. This average of being overrun once every 50 years can be wholly attributed to their lack of any formal resistance when confronted by their conquerors.

A typical Mizarian has a gray visage, with very wrinkled skin. Typical dress may feature a hooded outfit. The Mizarians are peaceful to the point of timidity, and are easy prey to numerous conquering races; in a period of 300 years, they are conquered six times. Captain Picard meets a Mizarian named Kova Tholl in 2366 after being kidnapped from the U.S.S. ENTERPRISE NCC-1701-D and studied with other selected species by unidentified aliens.

MORDAN IV — CLASS-M PLANET

Mordan IV has an indigenous humanoid population. It is visited by **Starfleet** officer **Mark Jameson** in 2319, and his actions there exacerbate simmering tensions between two conflicting sides when he arranges for **Federation** hostages to be released in exchange for arms. A civil war, which lasts 40 years, begins soon after. This illegal action, a clear breach of the **Prime Directive**, comes back to haunt Jameson years later when he is lured back to the planet by a man named **Karnas**, who holds him responsible for the conflict. Jameson later dies on Mordan IV.

MORIKIN VII — CLASS-M PLANET

This is the planet where a young cadet third class, **Jean-Luc Picard**, spends some early training time while still attending **Starfleet Academy**.

When Captain Jean-Luc Picard was still a raw cadet at Starfleet Academy, he had a few run-ins with a particularly nasty race, the Nausicaans; one of these cost him his heart after it was damaged in a fight over a dom-jot game. The first time he met them was during a posting to Morikin VII. An asteroid which was large enough to support a Nausicaan outpost provided the meeting ground for their encounter.

MS 1 COLONY — CLASS-M PLANET

The **Federation** colony stationed here is subject to a deadly **Borg** attack in 2369. **MS 1** is the second such colony to be attacked by this group of Borg, who have individual senses of identity: something previous Borg were found not to have.

MUDD — CLASS-K PLANET

Named by and for **Harcourt Fenton Mudd**, this brown **Class-K** planet is found by the infamous intergalactic rogue and confidence trickster in 2267 while he is fleeing from the authorities. Mudd discovers the planet is inhabited by androids from the **Andromeda Galaxy**, and he uses them to try and capture the ***U.S.S. Enterprise***. The androids – more than 200,000 of them – don't need the same atmosphere to maintain life that the human Mudd requires, but some type of self contained biostructure is in place, making the world inhabitable for humanoids. For Mudd's latest crime, attempting to hijack a starship, he is sentenced to remain on the planet. A number of **Stella Mudds**, Harry's shrewish ex-wife, are deliberately replicated there as part of his punishment.

Harry Mudd so likes the planet's android technology that he makes a replica of his wife, Stella, a persistent nag, but builds her so that he can tell her to shut up and have her obey him. But when he is punished for his crimes, he is left on the planet with 500 replicas of her, all nagging.

Mudd, named by fraudster Harry Mudd in honor of himself, appears brown in color from the U.S.S. ENTERPRISE's orbit. On the surface lives a large community of sophisticated androids from the far-off Andromeda Galaxy.

MUDOR V — CLASS: UNKNOWN

Soon after departing from an assignment at **Mudor V**, the ***U.S.S. Enterprise NCC-1701-D*** encounters a series of quantum filaments which cause a lot of trouble aboard ship.

PET SPECIES

OTHER GROUPS AND RACES

Humans have enjoyed the companionship of animals since prehistoric times. Apparently, other humanoid races throughout the Galaxy also find such companionship comforting.

A number of non-sentient species are kept by members of other species as pets. Typically, they share quarters with their guardians, who take great pains to care for them, ensuring that they are fed and, if necessary, exercised. Guardian and pet often form a strong emotional bond.

Starfleet permits starship personnel to keep pets aboard ship. Species native to Earth are particularly well represented, though creatures from other planets are not uncommon. Perhaps the most prominent pet on the ***U.S.S. Enterprise NCC-1701-D*** is **Captain Picard**'s Australian lion fish, who lives in a large saltwater fish tank in the captain's ready room, where he can be clearly seen by any personnel visiting the captain.

Favored species

Earth cats make particularly popular shipboard pets as they require relatively little attention. In 2367, **Commander Data** decides to adopt a female cat as part of his attempt to become more human. He names the cat **Spot** and devotes a considerable amount of time to caring for her. He programs the replicators to produce more than 200 different varieties of food for Spot. His efforts meet with varying success; for instance, Spot is not particularly fond of feline supplement 127.

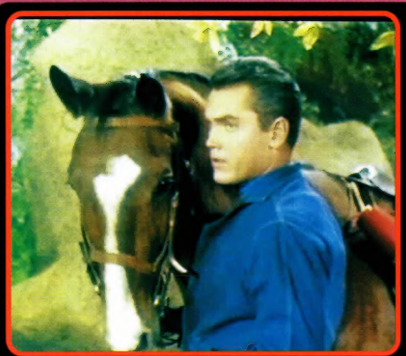
Many crew members find Spot aggressive, and it appears that the animal is only really happy when it is being cared for by Data. Despite his apparent lack of emotions, Data appears to be attached to Spot, and even makes her the subject of a poem, '**Ode to Spot**', which he writes in 2369. After Data gains emotions, he finds he has feelings for Spot, and he is deeply relieved that she survives the *Enterprise*'s crash landing on **Veridian III**.

Holographic animals

Of course, not all pets can be easily accommodated on a starship. Captains **Pike**, **Kirk**, and **Picard** are all keen horsemen, but only Picard is able to ride regularly, and he has to make do with a series of holographic mounts. Pike has fond memories of his horse, **Tango**, which he

Throughout his time on the U.S.S. ENTERPRISE NCC-1701-D, Captain Jean-Luc Picard keeps a pet Australian lion fish in his ready room. Amazingly, the fish survives the destruction of the ENTERPRISE in 2371, and now lives in a saltwater aquarium in Picard's ready room on the new SOVEREIGN-class U.S.S. ENTERPRISE NCC-1701-E.

EMOTIONAL BOND



In an attempt to persuade Captain Pike to willingly accept captivity, the Talosians create an illusory version of his horse, Tango. Pike clearly has fond and powerful memories of riding the animal in the beautiful countryside around his native Mojave on Earth, and the Talosians obviously hope that the illusion will prove irresistible to him.

The young Tasha Yar managed to keep a pet cat on Turkana IV, a violent colony where the rule of law had completely collapsed.

Humans find it extremely easy to form an emotional bond with tribbles, but they often come to regret it. These attractive balls of fluff reproduce at a phenomenal rate, and if drastic measures are not taken they soon make life very difficult for their 'owners'.

OTHER CARDS IN THIS FILE...

8 TRIBBLES

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PET SPECIES

OTHER GROUPS AND RACES

rode in Montana, and Kirk takes time during his retirement to ride at his uncle's farm in Idaho.

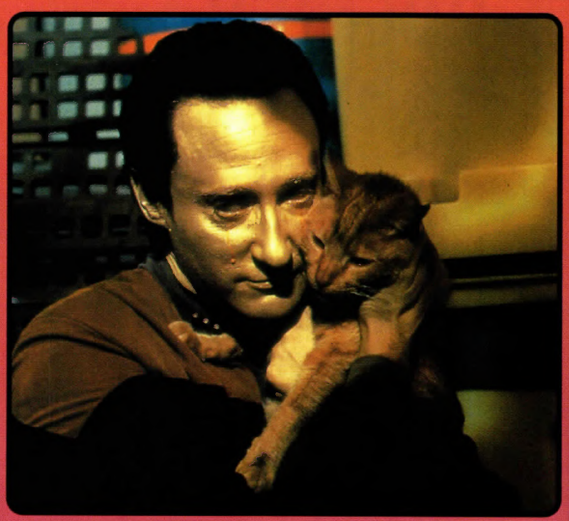
Man's best friend

Kirk also shares a fondness for dogs with **Captain Janeway** of the ***U.S.S. Voyager***. While on Earth, Kirk keeps a Great Dane named **Butler**, who dies in 2286. Captain Janeway is separated from her Irish setter, **Molly**, when *Voyager* is pulled into the **Delta Quadrant**. Molly is still on Earth, where she is being cared for by Captain Janeway's partner, **Mark Johnson**.

Strange creatures

Starship crew members have also been known to keep some more exotic pets. **Chief O'Brien** was once afflicted with severe arachnophobia, but has now overcome the problem and has a pet **Lycosa tarantula** called **Christina**. The helmsman of the original ***U.S.S. Enterprise NCC-1701***, **Hikaru Sulu**, raises a plant that seems to possess rudimentary intelligence. The plant, which resembles a pineapple with petals, 'purrs' when someone it likes is in the room. Sulu calls the plant **Gertrude**.

Many other humanoid species keep pets. As a child, the **Vulcan Mr. Spock** had a pet **sehlat**. Sehlats closely resemble large teddy bears, although they have six-inch fangs. Like many **Klingons**, **Worf** had a pet targ. The targ is a doglike creature, with furry shoulders and horns.



Data has formed a strong and lasting attachment to his pet cat, Spot. Having a pet has helped Data to become more human, and he sheds his first tears of joy when he finds Spot alive and well in the wreckage of the U.S.S. ENTERPRISE's saucer section, which has crashed on Veridian III.

Cardassian children often keep animals known as **wompats** as pets.

When the **El-Aurian Guinan** was a child, she had an imaginary **Tarkassian razor beast** as her friend. It had huge spiny wings and was covered in thick brown fur. As Guinan is from a distant part of space, it is impossible to confirm the existence of real Tarkassian razor beasts.

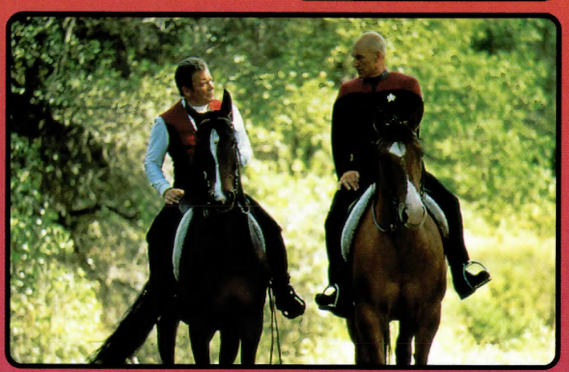
Hidden dangers

Most pets are harmless, but some have proved surprisingly dangerous. In 2267, **Lt. Uhura** purchases a **tribble** from an interstellar trader called **Cyrano Jones**. The tribble is a small furry creature and it seems to be an ideal pet; it makes a attractive purring sound, and produces a pleasant emotional response in humans. However, tribbles are not as harmless as they seem. They are born pregnant and multiply at an incredible rate. They reproduce so fast that they can overrun a starship within days.

Some individuals regard pets as a sign of status, and rare species are particularly prized. In 2366, **Kivas Fajo**'s collection includes a **lapling**, even though the species is believed to be extinct. When **Quark** briefly becomes **Grand Nagus** in 2369, he has a menagerie which includes another lapling and an extremely rare **Corvan gilvos**.

GALAXY FACTS

- **Geordi La Forge clearly remembers his first childhood pet, a Circassian cat.**
- **Worf's son, Alexander, has a pet Dalvin hissing beetle.**
- **The quartermaster at the Qualor II shipyards once found a four-meter-long Caldorian eel, which had been obviously been kept as a pet.**

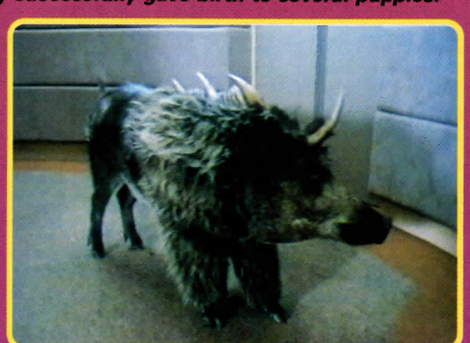


Captains Kirk and Picard share a love of horses. When they are thrown into the Nexus, their dreams become reality and the two men enjoy a ride through the countryside.

Captain Janeway is separated from both her lover and her dog, Molly. Shortly before Janeway leaves on VOYAGER's mission to the Badlands, her vet confirms that Molly is pregnant. Q has implied that Molly successfully gave birth to several puppies.

Humanoids are not the only species to have developed on different planets. Chief O'Brien's pet tarantula, Christina, is from the planet Lycosa; the Chief found the spider on Titus IV, and has cared for her on DEEP SPACE NINE ever since.

Even a profit-hungry Ferengi such as Quark can enjoy the companionship of a pet. During a brief spell as Grand Nagus in 2369, he acquires a rare Corvan gilvos. He obviously takes great pleasure in stroking the animal.



Targs are among the most common Klingon pets; Kruge even has one aboard his BIRD-OF-PREY. But, with typical lack of sentimentality, Klingons also use targs as a source of food – heart of targ is a traditional Klingon dish.

THE KLINGON EMPIRE

KLINGON SAYINGS

THE KLINGON EMPIRE

The Klingons are fond of quoting hundreds of proverbs to one another. Some of their sayings remind Klingons of their duty as warriors, while others exhort them to feed their spirit.

Klingon sayings teach them to heed the call of their blood and to feed their warrior's spirit. This does not simply involve fighting; it means living life to the full. Many Klingon sayings celebrate the glory of being a warrior.

The **Klingons** place great store in tales and proverbs which each generation of warriors passes on to the next. A number of simple phrases encapsulate Klingon ideals and beliefs, and these are often used to remind Klingons of their duty, or of the wisdom of a particular course of action. Few of these phrases are fixed in stone and the exact wording varies, but the ideas behind them remain constant.

The most basic Klingon phrase – 'We are Klingons' – serves to remind every individual that they not only belong to a particular race but that they subscribe to the ideals and codes of behavior that make Klingons unique.

Power is in the heart

During the recent period of peace, many Klingons felt that they had lost touch with their fundamental nature, and the phrase is used both as a celebration of Klingon warrior society and as an exhortation to take pleasure in everything that makes someone a Klingon, whether it is fighting, drinking, or singing. The phrase also relates to a warrior's spirit, the essential energy and joy in life which makes him or her a true Klingon. Klingons believe that 'real power is in the heart' and everything they do is designed to feed that power. As one saying tells us, 'Klingons fight to enrich the spirit'. Spirit is closely associated with blood, and Klingons often advise one another to listen to 'the call of the blood' or the 'cry of the warrior', which invariably calls them on to greater glory.

Interestingly, blood is also associated with romantic passion: in one famous Klingon poem a lover tells his mate that 'the memory of you sings in my blood'. Klingons intimately connect love with combat; this is not surprising, since 'a Klingon conquers what he desires'.

A warrior race

To be a Klingon means being a warrior, as one of their proverbs tells us: 'Klingons are born, live as warriors, then die'. Living as a warrior means far more than simply taking part in wars; it refers to a very specific code of honor, which Klingons believe is absolutely essential to a good life. It is a commonplace that 'a Klingon's honor is more important to him than his life', and many phrases relate to the behavior required to gain honor – 'There is no honor in attacking the weak'; 'the Klingon who kills without showing his face has no honor'; 'no Klingon warrior would leave a comrade behind while he goes off to battle' and 'a Klingon would rather die than be taken prisoner'. Although **Worf** maintains that 'one cannot gain honor by acting dishonorably', when power and ambition are involved there are exceptions to this rule, and there are many instances of Klingons ignoring these codes of behavior. The Klingons can use twisted logic to justify certain tactics which might seem dishonorable, such as traveling cloaked, because another proverb tells them 'In war, there is nothing more honorable than victory'.

Klingons place great importance in their word. One famous expression, 'you salute the stars', is drawn from a story about a warrior who had been sentenced to death. Before he died, he asked for permission to salute the stars one last time. His request was granted and, even though he had the chance to escape while doing so, he returned to face his death. To Klingons, the warrior's return is almost inevitable, because 'without his word, a Klingon is nothing'.

AN UNUSED BLADE

A vigorous life

Klingon proverbs exhort a warrior to live a useful life. One Klingon proverb states that 'a Klingon is a man the day he can first hold a blade'. From this point on it is his duty to live as a warrior. If anything prevents him from doing so, he will commit suicide. Klingons also have little time for old age, and older warriors often fear that they will die in their beds.

Koloth is a great warrior who survives into old age. Before he dies in 2370, his greatest fear is that his enemies will perish before he can kill them.

When Worf is seriously injured in an accident, he prepares to kill himself. He believes that without his health he cannot follow the way of the warrior and is therefore useless.

Klingons are taught that they are 'born to fight' and that they are men from the day they first hold a blade. They dedicate themselves to a warrior's life from childhood onward.

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THE KLINGON EMPIRE

KLINGON SAYINGS

THE KLINGON EMPIRE

Klingons believe that 'to understand life one must endure pain', and as a consequence many of their ceremonies, such as the Age of Ascension rite, involve inflicting pain on the participants.

A warrior's life is often hard. Klingons believe that 'to understand life, one must endure pain'. There is a distinct work ethic behind the Klingon approach to life. All Klingons accept that, 'victory must be earned', and as children they are taught that 'a warrior is not concerned with comfort'. Other races have misunderstood this, assuming that Klingons are not interested in pleasure. In reality, Klingons place great value on joy, which is intimately connected to the concept of a warrior's spirit. They do not believe that a warrior should remain stony faced and impassive in the face of life. Since death is a constant possibility, warriors may often tell one another to 'celebrate, for tomorrow we may die'.

Blood and water

Klingons may not appreciate soft beds, but they do acknowledge the value of good drink and song. To Klingon warriors drinking ale is always preferable to drinking water. In part, this is because of the Klingon dislike for anything weak, which is often characterized as womanly or old and feeble, but it may principally be related to the fact that Klingons have a very low opinion of water, which is associated with unwarriorlike pursuits such as washing. If a Klingon wishes to insult someone, he or she may describe them as having water for blood.

Fighting is an essential part of life for Klingons, who 'fight to enrich the spirit'. No Klingon can respect a man who does not fight.

The Klingons are hunters, but they do not approve of indiscriminate killing, and teach their children not to 'kill an animal unless you intend to eat it'.

A sharp blade

A warrior must also keep him or herself in the peak of fitness, because the Klingons know that 'even the best blade will rust and grow old unless it is cared for'. There is no better way to remain fit than through combat. Another aphorism tells us that 'the used ***kut'luch*** is always shiny'. Klingons are fond of remarking that there are no old warriors, but this should not be taken literally; some noted warriors such as **Kang**, **Koloth**, and **Kor** continue to fight in their later years without any shame, because they are still the equals of younger men.

Fear is power

Warriors are not without fear, but they do not react to, or 'know', it. Klingons understand that 'fear is power', and anyone who responds to it is surrendering that power to someone else. Klingons have great respect for anyone who inspires fear in others. It is common for a Klingon to wish that his comrades will 'run with fear'. Anyone who gives in to fear is considered inferior, as 'a Klingon does not run from his battles'.

This respect for fear means that Klingon occupational governments are quite ruthless; Klingons are taught that 'mercy is weakness'. Nothing is more admirable than conquering fear. Klingons have far more time for those who oppose them than for those who cooperate. As Kor remarks in 2266, 'always it is the brave ones who die'.

It is a truism that 'a Klingon warrior is always prepared to die'. This remark is often repeated to remind members of other races that Klingons do not fear death, and, in some rare cases, to accuse a coward of forgetting his duty as a warrior.

The manner of a Klingon's death is of course very important. When Klingons part before combat, it is usual for them to say 'may you die well', just as the **Vulcans** tell one another to 'live long and prosper'.

A good day to die

If a Klingon finds himself facing death and he feels that he is embarked on an honorable course of action, it is usual to hear him telling his companions that 'today is a good day to die'. However, if a warrior feels that he or she is being led into a foolish or dishonorable path they are equally likely to complain that it is 'not a good day to die', and any leader who hears this remark should prepare for trouble.

Although Klingons often seem willing to embrace death, they do not do so gratuitously. One proverb tells us that 'only a fool fights in a burning house'. Few things are worse to a Klingon than being thought a fool. According to a parable told by **Kahless**, a man once tried to make a powerful wind respect him. When everybody else sought shelter, he stood in the middle of the storm, and the wind killed him. As Klingons say, 'a fool deserves to die'.

To be a true Klingon warrior, one must not only heed the cry of one's blood but must also use judgment and cunning. All too often, other races dismiss Klingons as bloodthirsty animals, but Klingons understand the need for self control. This can be illustrated by their attitude to revenge, something which many races consider to be an act of passion. The Klingons, however, believe that revenge is a matter of honor, and that it is 'a dish best served cold'.

GALAXY FACTS

Every Klingon adapts the various sayings to his or her immediate situation. Thus the basic phrase 'Klingons are not weak' can become the more specific 'Klingons do not faint'.

Many Klingon sayings are drawn from the words of Kahless the Unforgettable, who is revered as the perfect Klingon.

The Klingons approach everything in life, including love, as warriors, and 'conquer what they desire'.

Many Klingon proverbs and sayings are taken from the legends of Kahless, the greatest Klingon.

STARFLEET ACADEMY | OPERATIONS

ALERTS AND EMERGENCY PROCEDURES

Starfleet uses a system of alerts to ensure that starships and their crews are suitably prepared to deal with any dangers they may encounter as they explore the Galaxy.

While a **Starfleet** vessel is engaged in its normal mission of exploration, it is in cruise mode; system diagnostics are run three times a day; one power system provides both propulsion and internal power; less than half the **phasers** are on standby; two minutes are needed to fire the single standby **photon torpedo**; five minutes' warning is required to launch the single at-ready shuttlecraft; scientists are allowed to take over lateral and forward sensor arrays; and personnel enjoy the preferred three-shift, eight-hour work day.

However, even in cruise mode, sensors are always scanning for danger indicators. Evidence of danger ranges from the obvious (a ship dropping out of warp with phasers blasting) to the subtle (internal systems difficulties). Since the early 2200's, sensors have been able to automatically issue both Yellow and Red Alert warnings.

In early systems, sensors were less sophisticated and were prone to generating false alarms, and harmless emissions, such as radio waves, triggered the system. By 2260, however, sensor and computer technology has advanced sufficiently to eliminate false alarms.

Whether an alert is called by the commanding officer, the sensors, or other eligible ranking officers, cruise mode instantly gives way to a new set of operating regulations.

Yellow Alert

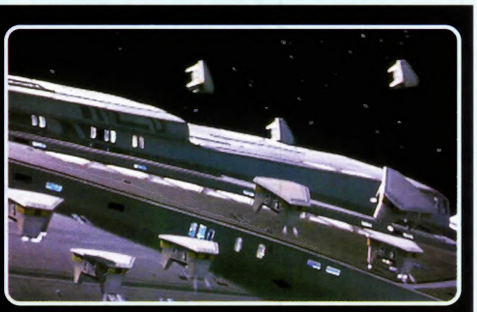
Yellow Alert indicates that the ship is not currently in danger, but could very well be shortly. Both crew and computers prepare for a life-or-death predicament. At Yellow Alert, major systems, including the main impulse engines, warp power, all sensors, phaser power conduits, and phaser targeting systems, are brought up to full capacity. Primary deflector systems are set to full standby status. On a ***Galaxy***-class ship, one **photon torpedo** is set for immediate launch while the remainder go onto partial standby. The **Battle Bridge**, phaser banks, impulse power to the **Saucer Section**, two shuttlebays, and the deflector's secondary generators are energized and brought to partial standby. Shuttlebays also become launch-capable and a backup power reactor is put on hot standby.

As Yellow Alert continues, Level 4 diagnostics monitor and verify the health of all systems components as they come online.

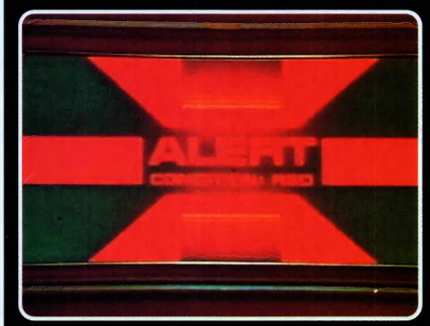
READY FOR DISASTER

Anticipating the worst

Inevitably, space exploration can prove extremely dangerous, and all Starfleet vessels are prepared to cope with severe emergencies. A series of alerts warns the crew of impending danger. A number of safety devices protect them from harm, and, if necessary, escape pods can be used to abandon ship.



In the last resort, ship's personnel can abandon ship in the escape pods, which are located all over the vessel. If disaster is averted, the escape pods and the crew can be retrieved.



All alert conditions are indicated by flashing panels around the ship. When a vessel goes to Red Alert, klaxons also sound to ensure that all personnel are aware of the danger of the situation.

At Red Alert, all ship's personnel are prepared for imminent disaster. The shuttlebays and escape pods are brought to full readiness, and forcefields isolate potential problems.

If the ship is damaged, emergency bulkheads and forcefields can seal off affected areas to maintain atmospheric integrity and to protect the crew from dangerous radiation.

On the bridge, computer systems provide readouts showing the condition of the ship's systems. All systems are monitored, allowing the bridge crew to see how badly the ship has been damaged and what action needs to be taken.

If the ship is damaged or expects heavy casualties, various areas, including leisure facilities such as Ten-Forward, can be converted into emergency medical facilities.

Potentially vulnerable systems such as turbolifts have multiple safety systems to protect the crew. Turbolifts automatically activate raking systems, and emergency lighting illuminates the turbolift shaft. If power is down, personnel can leave the turbolift through a hatch in the roof.

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ALERTS AND EMERGENCY PROCEDURES

Lifeboat system status is automatically ascertained by a Level 5 diagnostic protocol.

At the same time, the crew prepare for trouble. The primary officers in the second shift get ready for work knowing that, if summoned, they are expected to report within five minutes. The remainder of the second shift know they could also be called to duty – with those qualified at more than one duty station being put to work backing up personnel in their subsidiary duty areas. As the crew move into position, the main computer maintains a personnel census and location log – making sure everyone is where they're supposed to be and informing Security if anyone is not.

Red Alert

Red Alert is announced with flashing red panels and loud klaxons. Only the main computer, commanding officer, chief engineer and operations manager can invoke this status. Red Alert is automatically activated if the ship is damaged or under fire. All personnel, from all shifts, have 15 minutes to report to their primary or secondary assignments. Some security officers take positions to guard free access to the lifeboats.

Every five minutes, Level 4 diagnostics are performed on the ship's weapons, tactical components, and warp power core. Any unexpected readings are reported to the bridge. Level 3 tests report readiness as the warp system and phaser systems are engaged and energized. Forcefields and isolation doors make each section of the ship a self-contained unit, in the hope that a calamity on one deck might not spread to others.

Other components, including shuttlebays, impulse systems, and sensor systems, become fully operational. The deflectors are set to battle mode, and two shuttlecraft are made available for departure at a moment's notice. Impulse reactors, backup impulse systems, and the secondary and backup deflector engines go to hot standby condition. Phaser banks and supporting systems are energized and put on full standby. The lifeboat system, Battle Bridge, and the backup bridge team are also brought to full standby. The ship's computers begin monitoring the location of personnel, reporting anything out of the ordinary to Security.

Blue Alert

Blue Alert is called when a ship uses non-standard capabilities, for instance when activating a **cloaking** device, or when landing on or taking off from a planet.

When a ship armed with a cloaking device and heavy weaponry changes to its stealth mode, the crew go to battle stations, sensors are brought to bear, the cloaking device is initiated, and quiet running systems are engaged. Flashing blue panel lights announce this tactical condition to the crew.

Blue Alert goes into effect on Federation starships, such as the ***Intrepid*-class *U.S.S. Voyager NCC-74656***, that are able to land safely on a planet surface. In this instance, the alert serves to warn the crew to prepare for a landing, and the pilot puts the atmospheric controls on standby and the ship's landing equipment online.

BLUE ALERT

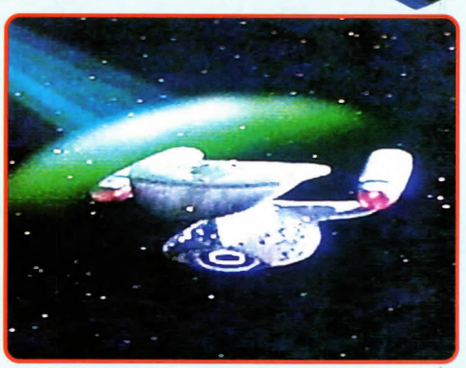
Unusual operations

Federation starships go to Blue Alert if they are using any unusual facilities. At Blue Alert, the ship is not normally in imminent danger, but personnel need to be aware that some kind of atypical activity is underway. On *Intrepid*-class ships, Blue Alert is used when a vessel lands on or takes off from a planet's surface. On the *U.S.S. Defiant*, the only Federation vessel fitted with a cloaking device, Blue Alert is used to indicate that the ship is traveling under cloak.

Some Federation starships, such as the INTREPID-class U.S.S. VOYAGER, are designed to land on a planet's surface. When the landing procedure commences, the ship goes to Blue Alert.

Blue Alert is also used when an INTREPID-class ship leaves the surface of a planet. It warns the crew to prepare for unusual activity.

The U.S.S. DEFIANT NX-74205 uses Blue Alert to indicate that the cloaking device has been engaged. When the ship is at Blue Alert, the crew know to avoid using equipment which might generate any emissions that could be detected by other vessels.



If a GALAXY-class ship, such as the U.S.S. ENTERPRISE NCC-1701-D, is in severe danger, the captain may decide to separate the Saucer Section and relocate command to the Battle Bridge.

Once the majority of the ship's personnel have moved to safety in the Saucer Section, the stardrive section of a GALAXY-class ship is ready to enter dangerous situations. The Engineering Hull is equipped with shields and weapons, and is more than capable of defending itself. Because it has the warp engines, it can also engage in high speed pursuits.

The Saucer Section is also separated from the Engineering Hull if a core breach cannot be avoided. In these circumstances, the Saucer Section can travel to a nearby starbase or Starfleet facility at impulse speeds, but it may be forced to make an emergency landing on a planet. Although the saucer is designed to perform this kind of operation, it often results in severe damage.

FILE 25 U.S.S. ENTERPRISE NCC-1701-D

SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

HOLODECK

BRIEFING:

NATURE PROGRAMS

The **holodeck** on the ***U.S.S. Enterprise NCC-1701-D*** is capable of creating simulations of almost any environment or personality contained within the computer's vast database. These recreations, using three-dimensional holographic projections and **transporter**-based replication, are so realistic that they are almost indistinguishable from reality itself.

The holodeck's programs are customized by individuals to suit their tastes, needs or desires. Crew members use the holodeck for recreation, exercise, entertainment and a multitude of other purposes, but one of its most important qualities is the recreation of 'natural' environments which the crew can use to escape from the technological environment of a starship.

For many years, starship personnel were forced to spend long periods in cramped and sterile environments. In such cases, shore leave became extremely important. Since the development of the holodeck, personnel can experience what appears to be the wide open plains of their home planet, or can enjoy various sporting activities or go for a walk in some of the most beautiful places in the Galaxy. Holodeck programs allow crew members to swim, walk, climb mountains and enjoy the most spectacular forests or beaches as realistically as if they were really on the surface of an unspoiled planet.

Many of the crew members use the beautiful settings that the holodeck can create as locations for sporting activities. Captain Picard is a keen horseman, and often chooses to ride through a holodeck recreation of the Kabul river in the Himalayas on Earth. The holodeck allows him to experiment with several different mounts.

The great outdoors

Although the holodeck can create generic environments, such as parkland or wooded glades, many of the holodeck programs recreate real places. Locations are recorded with imaging scanners and computers calculate the variable factors, such as how much breeze to provide, or what the ambient temperature is. If users wish they can adjust these variables, for instance making the sun a little brighter or the air a little warmer.

Many crew members use the holodeck to create or recreate romantic natural settings, such as dramatic sunsets and beautiful beaches. The privacy that the holodeck provides and the beauty of many of these programs make the holodeck an extremely popular location for romantic assignations. They are particularly appropriate because the settings which an individual chooses can be very revealing about his or her likes and dislikes. **Geordi La Forge** has a rather unsuccessful rendezvous with **Christi Henshaw** on a moonlit beach in a romantic program he designed for his date, while **Wesley Crusher** has more luck with a dramatic starscape he creates for **Salia**, a young visitor to the *Enterprise*. The **Rousseau V** asteroid belt has also been recreated in the holodeck, to dramatic effect.

One of the great advantages of the holodeck is that it can be used to visit environments which would be uninhabitable in reality. The holodeck allows an individual to float in space between asteroids or stand in the middle of a

RECREATING OTHER WORLDS

The holodeck is often used to recreate historical periods in loving detail. The crew of the U.S.S. ENTERPRISE NCC-1701-D have programmed the holodecks to recreate another Enterprise – but this ship is an 18th century man o' war.

Wesley Crusher uses the holodeck to show Salia, who has never traveled, some of the extraordinary places he has visited during his time on the ENTERPRISE. This allows her to 'travel' across the Galaxy in minutes.

The holodeck is programmed with thousands of locations, some of which are from distant worlds. When the Romulan Admiral Jarok visits the ENTERPRISE, Data uses the holodeck to create the Valley of Chula on Romulus.

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Generic holodeck settings such as a woodland can provide backgrounds for custom-made programs, such as Lt. Reginald Barclay's version of Alexander Dumas' 'The Three Musketeers'. Scenes from novels are favorite holodeck settings; Captain Picard is fond of the 'Dixon Hill' series of crime thrillers, and Captain Janeway bases a scenario on Henry James' 'The Turn of the Screw'.

plasma storm. Also, the holodeck can recreate places from history, so that crew members can spend an afternoon in the 'Wild West' or any other period of Earth's past.

The privacy of the holodeck also encourages many personnel to use it for quiet reflection. **Deanna Troi** and the man she is betrothed to, **Wyatt Miller**, meet on the holodeck to discuss their future against the backdrop of a breathtaking desert sunset on an unnamed Class-M planet.

Beautiful settings are also ideal locations for ceremonies. Open parklands are used as the site of **Tasha Yar**'s memorial service, creating a much more soothing environment than the metallic shuttlebays often used for such shipboard funerals.

Sporting locations

Of course, natural environments on their own are somewhat limited, and the crew often use holodeck settings as a backdrop for other activities, including custom-made **holonovels** and sports. Avid horseback rider **Captain Jean-Luc Picard** uses the holodeck to ride a variety of mounts through an Earthlike countryside setting. One of these programs, 'Kabul River', simulates the Himalayan mountain range on Earth. Even though the horses themselves are as artificial as the countryside, the animals and the terrain they ride through seem completely real to the rider.

Training in safety

These simulations can be used to learn new outdoor sports techniques in an environment where safety protocols can ensure that serious injuries are avoided. **Wesley Crusher** learns to ski using a **Denubian Alps** skiing simulation program; if he ever skis on a real mountain, he will be at no disadvantage from learning this way. This makes the holodeck an ideal training facility. A **Shi-Kahr Vulcan** desert survival simulation is another example of how the holodeck can be used in this way.

Program 47C, '**The Cliffs of Heaven**', features cliff diving on **Cirrus IV**, a favorite recreational pastime of a female crew member who is prone to injury while diving. The Emerald Wading Pool, found on the planet **Sumiko III**, is a safe and relaxing alternative that **Dr. Crusher** recommends. **Miles O'Brien** has also injured himself occasionally while enjoying his favorite kayaking simulation, but holodeck safety programs ensure that these injures are never serious or life-threatening.

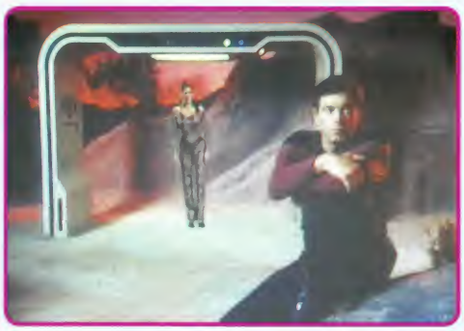
Other holodeck watersports programs on the *Enterprise* include a 'Curtis Creek' program, featuring fly fishing in a stream on Earth, and scuba diving in Hanauma Bay, also on Earth.

Home sweet home

The holodeck can be extremely useful for alleviating feelings of homesickness, particularly among crew members whose race or species is in a minority on the ship. **Worf** programs a recreation of the **Klingon** monastery on **Boreth** – where he previously traveled in search of a vision of the legendary **Kahless** – on the holodeck. Data recreates the rugged beauty of the **Chula Valley** on **Romulus** for the homesick defecting **Romulan Admiral Alidar Jarok**.

Even if the majority of the crew are from the same species, homesickness is bound to strike everyone at one time or another. Captain Picard has created simulations based on his home country of France, Earth, on more than one occasion, including two famous Parisian sites, the Café des Artistes on the Champs-Elysées and the racetrack at Longchamps. A carnival celebration in Rio de Janeiro in Brazil, Earth, has also been the subject of a holodeck simulation.

The holodeck produces incredibly faithful recreations of natural environments. The computer generates all the appropriate sounds and smells, and uses various 'tricks' to persuade the user that the simulation is much larger than it really is.

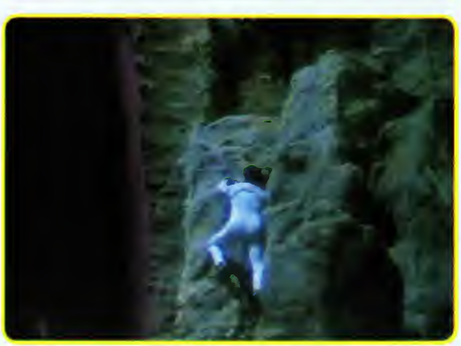


The holodeck is an excellent place for private contemplation, as it can be used to produce calm and idyllic locations with ease. Or, if the user prefers, it can accurately recreate a favorite setting from his or her past.

Because it allows prospective lovers to go anywhere they like, the holodeck is a popular location for first dates. Many crew members spend hours perfecting a program, in the hope that it will help to impress their partner.

Holodeck recreations are so faithful that few people can tell the difference between a holo-environment and a real one. This is essential to Nikolai Rozhenko's plan to transplant the Boraalans to another planet without their knowledge.

The holodeck offers the crew and their visitors the opportunity to practice a number of sports, including rock climbing. One of the advantages of the holodeck is that it allows the user to adjust the difficulty of the activity without putting him or herself in danger.



FILE 43 STARFLEET PERSONNEL

Kes's Ocampan Abilities

When **Kes** joins the crew of the ***U.S.S. Voyager NCC-74656***, she starts to display mental abilities which have lain dormant in the **Ocampa** for generations. As time progresses, it becomes apparent that she has enormous potential.

OTHER CARDS IN THIS FILE...

30 DEANNA TROI
53 TUVOK
APPENDIX 5 NEELIX

SEE OTHER FILES...

CHARTING THE GALAXY.....File 3
U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71

Like all **Ocampa**, **Kes** has several abilities which allow her to absorb information at a phenomenal rate – she is extremely intelligent and has a photographic memory. These abilities compensate for the extremely short Ocampan lifespan. However, shortly after joining the crew of the ***U.S.S. Voyager NCC-74656***, Kes also begins to demonstrate powerful psychic abilities.

Awakening abilities

It is common knowledge that, centuries ago, all the Ocampa possessed strong extrasensory abilities, but it seems that over many generations these abilities have disappeared, perhaps through nonuse. The crew of the *Voyager* theorize that the effects of space and traveling away from the protected environment of her homeworld have combined to trigger Kes's dormant psychic abilities.

Kes herself is both excited and fearful at the prospect of unlocking the potential of her mind, and she approaches one of the few people on *Voyager* who is qualified to help her – the **Vulcan**, **Tuvok**.

Since Vulcans are touch telepaths, Tuvok is well qualified to help Kes. He agrees to train her in Vulcan mind techniques in the belief that these will enable her to make the most of her awakening abilities.

Tuvok uses Vulcan mind-melds and centuries-old rituals which create an atmosphere of tranquillity. He instructs Kes to begin with a sensory focus exercise that enhances her precognitive skills. She enters a hypergogic mental state in which she hears 'voices'.

Kes experiences a basic form of telepathy in which she begins to 'hear' the thoughts of the *Voyager*

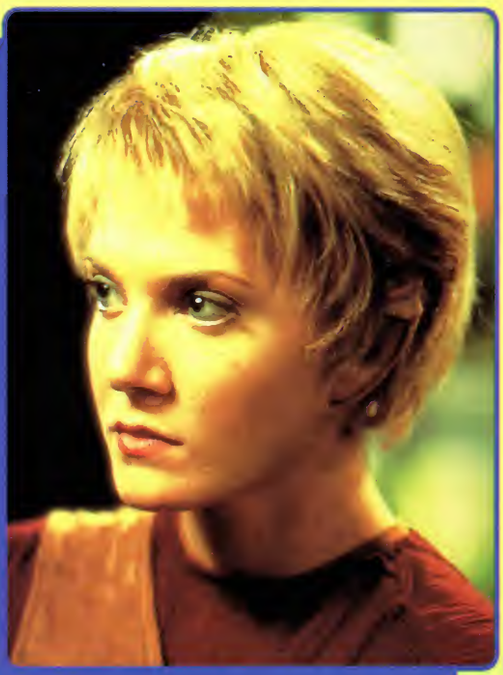
PROFILE ON KES

NAME: Kes

PSYCHIC ABILITIES: Kes has a number of psychic abilities. She has an awareness that extends beyond the boundaries of normal space-time; she is telekinetic; can 'hear' the thoughts of others; can accelerate the growth of vegetable life forms; can drain energy from life forms and manipulate matter at a molecular level. However, at this stage of her development, Kes's ability to use these powers is limited.

OTHER ABILITIES: Kes has an idetic (photographic) memory, and an ability to learn incredibly quickly.

FIRST SEEN: 'Caretaker' (VOY)



Kes has a wide range of psychic abilities. Although these appear to be latent in all Ocampa, evidence suggests that Kes is unusually powerful.

THE POWER OF THOUGHT

★ Inner visions

Kes's psychic abilities allow her to 'see' things at a molecular level. She can then use her thoughts to manipulate the molecules, heating or cooling them.

★ Dark thoughts

At full strength, Kes's mental abilities provide her with a powerful weapon which can be used to boil the blood of others.

★ Instant heat

A relatively innocuous use of Kes's abilities is to heat coffee. All she needs to do is think of a fire.

★ Life and death

Kes has the ability to accelerate the growth processes of vegetable organisms. With Tanis's help, she is able to bring all the flowers in the airponics bay into bloom at once. Tanis also shows her how to drain the life from them.

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Kes's Ocampan Abilities

★ Mental training

Tuvok teaches Kes how to use her mental abilities by mind-melding with her. Although her psychic abilities are much stronger than Tuvok's, his Vulcan mental disciplines have taught him how to make the most of them.

★ Strong mind

Kes's mental abilities are also defensive. When a Bothan attempts to project the illusion of severe burns onto her, she is able to repel the illusion and reflect it back onto her attacker. No other member of the crew is able to resist the Bothan's mental attack.

crew. At first the voices are only a cacophony of noise, and Kes can barely distinguish one person's thoughts from another's. But, with Tuvok's help, she learns to focus and discovers that she can isolate a single voice. With continuing effort, that single voice becomes clear and distinct from the others. The first voice she hears in her mind belongs to **Neelix**. As Tuvok remarks, it is natural for her mind to be drawn to the thoughts of the person she is closest to.

Kes's telepathic abilities are limited; when **Chakotay**'s neural energy is forced out of his body by the **Komar**, Kes is able to sense his presence, but she cannot establish full telepathic contact.

In 2372, Kes's abilities help to save the crew from a **Bothan** who attacks *Voyager*. The Bothan is able to push the other crew members into a catatonic state by generating illusions based on their subconscious fears. Somehow Kes is able to not only see the illusions, but she can resist the Bothan's psionic intrusions into her own mind. She is able to mirror the force and reverse the effect of the alien's mind attack, and turns it against him with her own burgeoning mental powers.

Kes also possesses a mental sensitivity which sometimes allows her to sense when someone has recently been in a room, and when the timestream has been disturbed.

Dormant power

When *Voyager* encounters a group of Ocampa who left the homeworld 300 years ago, Kes learns that her mental abilities are potentially much more powerful than she had imagined. These Ocampa have been cared for by the **Caretaker**'s former companion, **Suspiria**.

With her help, they have developed their mental abilities. One of the Ocampa, **Tanis**, visits *Voyager* and begins to teach Kes to use her powers. Under Tanis's guidance she is able to tap into psychokinetic abilities, and he shows her how to use them to move a cup and heat coffee. He also shows her how to make the plants in the airponics garden blossom – and how to draw the life force from them.

It is not clear whether the abilities of other Ocampa are as strong as Kes's. Tanis seems particularly interested in her, suggesting that her abilities are unusually powerful.

★ Mental aggressor

Kes's ability to repel the sadistic Bothan's mental attacks forces him to break off his assault on the crew of the U.S.S. VOYAGER.

Kes finds it difficult to control these mental abilities, and when she tries to demonstrate her ability to boil liquid to Tuvok she accidentally heats his blood to dangerous temperatures.

Although Kes's powers diminish after Tanis leaves, it is clear that they are still dormant within her.

When Kes is possessed by **Tieran** he is able to use her abilities to inflict serious pain on others and to throw people and objects around telekinetically. Fortunately, Kes's mind is strong enough to regain control of her body, and she continues to develop her powers at a safe pace.

UNTAPPED POWER

Violent thoughts

Kes is an extraordinarily gentle and compassionate person, but her psychic powers can easily be used to attack and dominate others. The Ocampa led by Tanis believe that their mental abilities make them superior to other races. Tanis thinks that Kes has great potential, and tries to persuade her to join him. Kes demonstrates her potential when she turns against him and he is powerless to resist her attack.

When Tieran takes control of Kes he finds that her mental powers can be used to attack and even kill others with a thought, but Kes is strong enough to force him out of her mind and regain control of her body.

★ Psychic attack

When the murderous Tieran takes control of Kes, he is able to tap into her dormant mental abilities, which he uses to attack others. He believes that Kes has no idea how powerful she really is.

★ Striking out

When Kes realizes that Tanis and Suspiria intend to kill the crew of VOYAGER, she strikes out at Tanis, overcoming his mental defenses.

★ Taking life

Tanis believes that the purposes to which the Ocampa choose to put their powers are irrelevant. He insists all that matters is that they can use their powers, and he tries to teach Kes that it can be pleasurable to take life as well as to give it.

"I've been exploring the mind of this little girl, and I've discovered she has some rather interesting abilities. She'd barely begun to tap into them ..." – Tieran on Kes

Will Decker

Will Decker spends less than two years as captain of the ***U.S.S. Enterprise NCC-1701***. He is relatively young and inexperienced, but he is fiercely dedicated to his ship and is confident enough to stand up to **Admiral Kirk** when he takes his command from him.

OTHER CARDS IN THIS FILE...
3 JAMES KIRK
22 ILIA
71 COMMODORE MATTHEW DECKER

SEE OTHER FILES...
U.S.S. ENTERPRISE NCC-1701 (REFIT)..... File 21
STAR TREK: THE MOTION PICTURE.. File 72

Willard (Will) Decker is the son of **Commodore Matthew Decker**, who was killed attempting to destroy the ***Planet Killer*** in 2267.

Like his father, Decker enters **Starfleet**, and early in his career he is posted to **Delta IV**, where he becomes romantically involved with a **Deltan** female, **Ilia**. Although the relationship is very intense, Decker and Ilia do not to pursue it. Neither of them can bear to say goodbye when Decker leaves.

When the ***U.S.S. Enterprise NCC-1701*** returns from its five-year mission in 2270, **Captain James Kirk** accepts a promotion to the Admiralty and, shortly afterward, the *Enterprise* begins a major refit. Kirk recommends Will Decker to replace him as the *Enterprise*'s captain; it is his first command.

The refit takes 18 months, and has still not been completed when an enormous cloud threatens Earth. Despite his earlier faith in Decker, Admiral Kirk persuades **Starfleet Command** to give him back command of the *Enterprise*.

Kirk breaks the news to Decker on board the *Enterprise*, but the young man resents his mentor's actions. Decker knows that Kirk has been looking for a way to return to active duty, and accuses him of using the emergency as an excuse to resume the center seat and command of the *Enterprise*.

Executive officer

Kirk orders Decker to serve as his executive officer during the mission, and temporarily reduces his rank to commander. When the *Enterprise*'s **Vulcan** science officer, **Sonak**, is killed in a transporter accident, Decker is also asked to take on the role of science officer.

Decker is concerned that Kirk's unfamiliarity with the *Enterprise*'s redesign seriously jeopardizes the mission, and he is not afraid to stand up for himself and do whatever is necessary to protect 'his' ship. When Kirk orders the *Enterprise* to go to warp

PROFILE ON WILL DECKER

NAME: Willard Decker

LIFE FORM: Human male

STATUS: Executive officer, ***U.S.S. Enterprise NCC-1701***

FAMILY: Commodore Matthew Decker.

PREVIOUS POSTINGS: Delta IV, Captain of the ***U.S.S. Enterprise NCC-1701*** during its 2270-2271 refit.

REMARKS: Decker is an excellent, if slightly inexperienced officer. He is strong-minded and confident and is not afraid to contradict the famous Admiral Kirk.

FIRST SEEN: Star Trek: The Motion Picture

Will Decker is an extremely promising officer who is made captain of the U.S.S. ENTERPRISE in 2270. Admiral Kirk believes he is extremely capable, and sees much of himself in the young man.

★ Second-in-command

When Admiral Kirk assumes command of the U.S.S. ENTERPRISE, he makes a resentful Decker his executive officer, and reduces his rank.

★ Spacedock captain

Will Decker spends nearly two years as captain of the U.S.S. ENTERPRISE, but never commands the ship outside a Spacedock. Despite his relative inexperience, he shows every indication of becoming an excellent commander.

★ Hands on

During the 18-month refit of the U.S.S. ENTERPRISE, Decker goes to great trouble to help his crew and can often be seen working side by side with his officers. This gives him an extremely detailed knowledge of his ship and its capabilities.

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PERSONNEL FILES
Will Decker

"Admiral, this is an almost totally new *Enterprise*. You don't know her a tenth as well as I do."

— Will Decker to Admiral Kirk

speed before the engines are ready, Decker warns him that he is making a mistake. When the *Enterprise* is subsequently pulled into a wormhole and is in danger of colliding with an asteroid, Decker is forced to overrule Kirk's orders to use **phasers** to destroy the asteroid; he instructs **Chekov** to use **photon torpedoes** instead. Later, in the captain's quarters, Kirk demands an explanation. Decker points out that the redesigned *Enterprise* channels the phasers through the main engines, and since they were unbalanced the phasers were inactive. Kirk reluctantly concedes that Decker acted properly and saved the ship.

The good of the ship

Kirk regards Decker's concerns as a manifestation of ego, but the young officer believes that he is simply trying to ensure the safety of the crew and the ship. He happily surrenders the science station to **Mr. Spock** when he joins the crew.

Meeting *V'Ger*

However, Decker is less experienced than his predecessor. When the *Enterprise* finally encounters the cloud, Decker recommends activating the shields and screens, but Kirk believes that this could be interpreted as a hostile act. Evidence suggests that the cloud is both aggressive and powerful enough to overcome the *Enterprise*'s defenses. The *Enterprise* is allowed to penetrate the cloud, but an energy probe boards the ship, scans the computer and then Ilia, and Decker is forced to watch as she is vaporized before his eyes.

The cloud sends a probe back to the *Enterprise* in the form of Ilia, which explains that it has been sent to observe the "carbon-based units" by its master ***V'Ger***. The crew realize that the probe has Ilia's memories, and Decker succeeds in reviving them. The probe then confirms that *V'Ger* is looking for something, but does not know what.

The *Enterprise* finally discovers an ancient Earth probe, ***Voyager VI***, at the heart of the cloud. The probe has been rebuilt and reprogrammed by a machine civilization on the other side of the Galaxy and returned to Earth. Decker instantly understands what has happened, and when it becomes apparent that *V'Ger* wants to physically join with a human being, Decker jumps at the chance to expand his senses. His love for life and Ilia, who is now part of *V'Ger*, has given him a new sense of purpose.

Decker gives *V'Ger* the information it needs, and he and Ilia glow brightly, merging with *V'Ger*. It disappears as the three of them evolve into a new life form.

★ Calm in a crisis

When the U.S.S. ENTERPRISE is pulled into a wormhole and is danger of colliding with an asteroid, Decker is confident enough to overrule Kirk's orders and destroy the asteroid with photon torpedoes. He saves the ship with seconds to spare.

★ Strong opinions

Decker is not afraid to voice his opinions, and warns Kirk that he doesn't think he's up to the job.

★ Heroic father

Will Decker's father, Matthew, was killed in 2267 attempting to destroy an alien weapon which annihilated his crew.

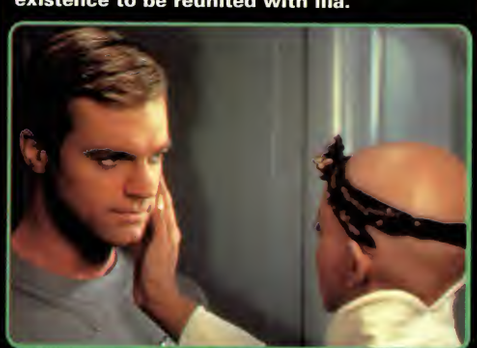
★ Lost love

Decker's and Ilia's relationship is troubled. He leaves Delta IV to pursue his Starfleet career, and shortly after they are reunited on the ENTERPRISE she is 'absorbed' by V'GER. Decker's link with Ilia helps him to deal with the probe that V'GER creates.

A FINAL UNITY

Evolving

Decker welcomes the opportunity to merge with *V'GER*. He understands that the machine needs to expand its horizons by understanding humanity. He cannot know exactly what will happen when he keys in the code which *V'GER* has been waiting for, but he is willing to sacrifice his human existence to be reunited with Ilia.



★ Fond memories

Decker manages to use his relationship with Ilia to get closer to the probe V'GER makes in her image, He learns that, like many sentient beings, V'GER is looking for its creator.

★ Evolution

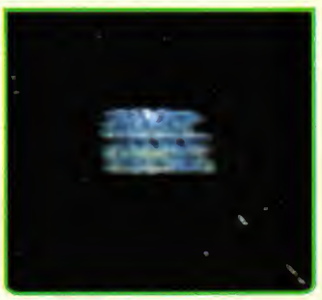
Joining with V'GER transforms Decker into a new life form, and his body slowly disappears as he evolves. Starfleet has no idea what happens to him and Ilia.

★ Rejoined

Decker and Ilia are joined with V'GER and become closer than they ever could in their limited physical existence.

The Soliton Wave

The **soliton wave** travels at warp speeds and can carry a vessel along with it, but it has to be stopped when it arrives at its destination. If tests prove successful, it could completely revolutionize spacecraft design, eliminating the need for warp engines.



The soliton wave is relatively narrow and self-contained.

Although still in its testing stages, the **soliton wave** may one day eliminate the need for bulky warp engines and nacelles. Using the wave as a propulsion system takes away the onboard problems of maintaining the heavy fuel and energy-generating equipment needed to achieve warp speeds. An **Impulse Propulsion System** (**IPS**) would still be required, but the size and energy specifications are much less significant.

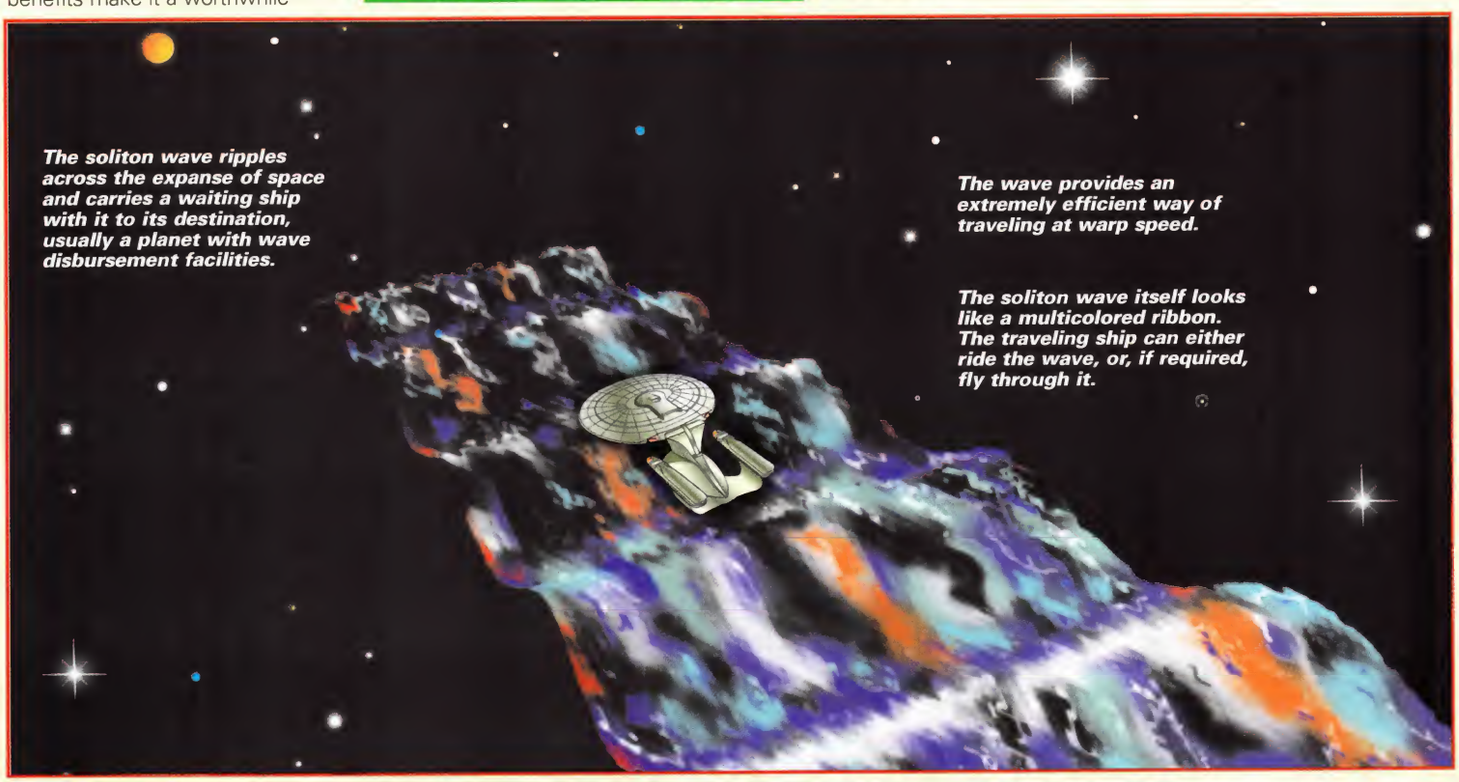
The theory behind the soliton wave is to create a wave of **subspace** distortion that a ship can ride like a surfboard between points A and B. Although the soliton wave would require the two points, a planet or planetoid, to be equipped with wave generators and wave disbursement facilities, the energy and power efficiency benefits make it a worthwhile proposition. The soliton wave provides warp speed, but without a warp drive.

Testing the wave

To initiate the propulsion wave from point A on a planet surface, field coils create the soliton wave and direct it towards the coordinates of a waiting ship. The ship is then enveloped by the wave and rides it at warp speeds to point B, which may be several light years

Dr. Ja'Dar explains the principles of the soliton wave to the crew of the U.S.S. ENTERPRISE. A wave generator has already been set up on Bilana III.

During the tests the ENTERPRISE is forced to enter the wave. Normally, a ship can do this safely, but as the wave becomes unstable it produces massive stresses on the ENTERPRISE.



The U.S.S. ENTERPRISE NCC-1701-D has to perform a rescue mission during the first practical test of the wave in 2368. Using the only option left open to them before the powerful wave wipes out the population on Lemma II, the ship flies through the wave and cuts it off with a photon torpedo burst. This effectively stops the wave in its tracks, and the people on Lemma II are saved from destruction.

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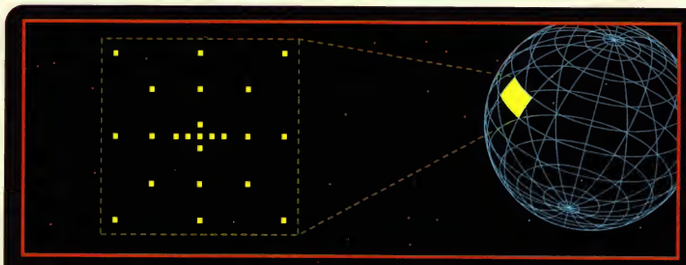
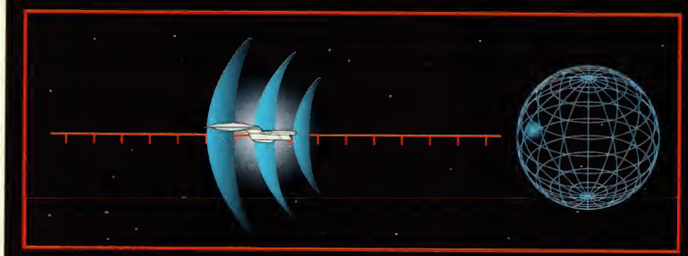
The Soliton Wave

WAVE THEORY

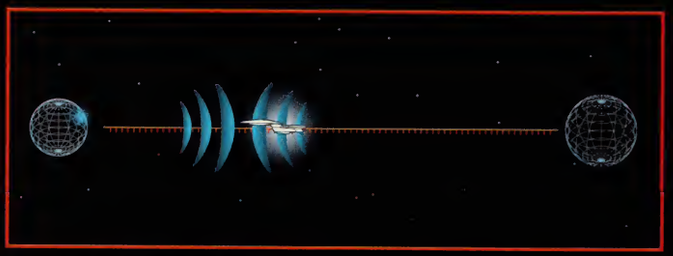


1 Generate the wave The soliton wave is created by stationary generators on the surface of a planet. The generators are made up of field coils like those in a starship's warp engines.

2 Catch the ship The ship is stationed near the planet in the wave's path. It does not need to be equipped with warp engines of its own.



3 Ride the wave The wave accelerates the waiting ship to warp speed. As long as the wave is stable, it is extremely efficient and power loss is minimal.



4 Disrupt the wave When the wave approaches its destination, the receiving station generates a scattering wave which disperses the wave and slows the ship to sublight speeds.

away, where the energy of the wave is scattered by a sister facility on the planet. The ship then drops out of warp as the wave is dispersed.

The leading developer of the soliton wave is **Dr. Ja'Dar**, a scientist from planet **Bilana III**. Ja'Dar conducts key tests, with the help of the ***U.S.S. Enterprise NCC-1701-D***, in 2368, **Stardate 45376**. This first full test of the soliton wave provides much excitement for those involved, and is historically compared to being at the breaking of the sound barrier in the mid-20th century by Chuck Yeager or the light-speed barrier by **Zefram Cochrane** in the mid-21st century.

Due to the high levels of subspace interference generated by the wave, the *Enterprise* is instructed to record telemetric data from 20 kilometers away from the test ship. Once the unmanned test ship is towed to a position two million kilometers from Bilana III, the test commences and the field generators charge and send the wave. The wave appears as a bluish and rippling band of light and soon envelops the ship, successfully carrying it to warp speeds. The *Enterprise* follows and monitors all relevant data.

Raising hopes

Early indications show a speed of warp 2.3 and a steady, stable wave. There is an incredibly small 2 percent energy loss between the wave and the ship. This works out at more than 450 percent more efficient than the warp drive of a ***Galaxy***-class starship. However, after this initial success, the wave efficiency suddenly drops to 73 percent due to a power fluctuation.

As the warp field becomes unstable, severe subspace disruptions occur. This effect expands and even causes damage to the nearby *U.S.S. Enterprise*. The test ship drops out of warp and soon explodes due to severe shearing stress. It is reported that a sudden drop in transfer efficiency occurs just before the explosion. The wave, however, continues towards the terminus at planet **Lemma II**, but its power is increasing at an exponential rate.

The scattering field is not designed to cope with this powerful a wave, and the *Enterprise* is forced to fly through it and head it off at the pass by firing a salvo of **photon torpedoes** in front of the wave and disrupting it. This maneuver stops the soliton wave in its tracks and saves numerous lives on the planet.

Unknown future

The initial tests on the soliton wave are therefore only partly successful, and its practicality remains uncertain. Whether the soliton wave will ever replace warp drive on starships remains to be seen, although initial tests reveal some real advantages to the wave. For now, Dr. Ja'Dar and the other scientists are at least left to ponder the results of this test and work out how to make the procedure less dangerous.

AVERTING DISASTER

When the wave becomes unstable, the U.S.S. ENTERPRISE is forced to fire photon torpedoes into its path.

The torpedoes detonate inside the wave, generating a subspace disturbance.

The disturbance generated by the photon torpedoes disperses the wave, and eliminates the danger.

FILE 71 STAR TREK: VOYAGER

'Death Wish'

When the ***U.S.S. Voyager NCC-74656*** encounters two **Qs**, **Captain Janeway** is forced to sit in judgment over the **Q Continuum**'s right to prevent an individual Q from committing suicide. It is clear that if she makes the 'right' decision, the Q will take ***Voyager*** back to Earth.

'DEATH WISH'

"When the captain of a starfleet vessel receives an official request for asylum, there is a clear procedure to follow. I suggest to end your deadlock, and to safe my ship, we follow it to the letter."
Captain Janeway to the Q

The crew of the ***U.S.S. Voyager NCC-74656*** discover a comet with an inexplicable trajectory. When they attempt to beam a core fragment aboard, a man in a **Starfleet** uniform materializes in the transporter room. He effortlessly walks through the containment field, and tells **B'Elanna** that his name is **Q**.

Captain Janeway raises a Red Alert and heads to the transporter room. But **Q** whisks her to the mess hall, where he provides her with her favorite meal. He wants to thank the crew for releasing him from the comet, and tells everyone that he wants to die. Janeway has heard about Q's encounters with the ***U.S.S. Enterprise NCC-1701-D***, but Q explains that she has mistaken him for someone else. He is worried that he has little time and tries to kill himself, but instead he makes all the men on board disappear. He apologizes, explaining that he's a little out of practice. He tries to bring the men back, but fails; then he transports himself and Janeway to the bridge. As he wonders what to do, a familiar figure appears – the **Q** who has plagued **Captain Picard**.

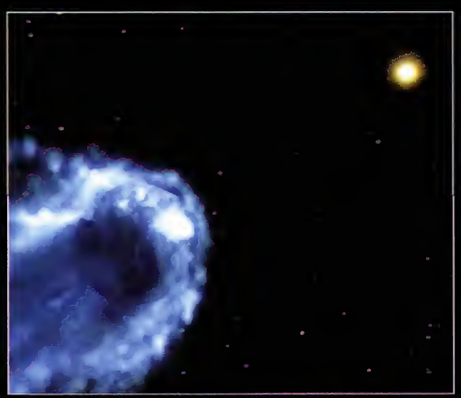
Stalemate

The familiar Q returns all the men to the ship and prepares to take the other Q away. But the other Q (who later chooses to be called '**Quinn**') requests asylum. When Q laughs at the idea, Quinn takes *Voyager* back to the very beginning of the Universe. Q follows, but Quinn reacts by reducing the ship to the size of a subatomic particle and then turning it into a Christmas tree decoration. It is obvious that the two Qs are evenly matched and that their conflict could go on indefinitely. Janeway calls a halt to their fight, and announces that she will hold an asylum hearing. Quinn agrees that if he loses he will return to his prison, and Q agrees that if Janeway rules against the **Q Continuum**, Quinn will be allowed to commit suicide.

In the hearing, **Tuvok** represents Quinn and Q acts for the Continuum. Quinn explains that he finds immortality unsupportable, and that he believes that the Continuum's attempt to interfere with his right to self-determination is unreasonable.

Q calls himself to the stand and explains

ON SCREEN...



1 *When the U.S.S.VOYAGER detects a comet with an erratic course, Captain Janeway decides to investigate.*

2 *The new Q is delighted to be free and wants to thank the crew. But he plans to use his freedom to commit suicide.*

3 *Before Quinn can kill himself, Q appears and insists that he will stop him from taking such an irresponsible action.*

4 *The Qs embark on a ridiculous chase. At one point Quinn makes VOYAGER the size of a subatomic particle.*

5 *Janeway persuades the Qs that the only way for them to resolve their problem is to allow her to hold an asylum hearing.*

6 *Q represents the Continuum. He argues that Quinn's desire to kill himself demonstrates that he is mentally unstable.*

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STARSHIP LOG

FILE 71 CARD 33

'Death Wish'

that no Q has ever tried to commit suicide; he believes that Quinn's desire to kill himself proves that he is mentally unbalanced. He also insists that the Continuum cannot risk allowing Quinn to kill himself as they have no idea what the consequences will be. Although the Q have executed Qs in the past they cannot tolerate the potential disruption that random suicides would cause.

Q then calls **Maury Ginsberg**, Isaac Newton, and **Will Riker** to give evidence. Ginsberg and Newton have seen Quinn before. He jostled a tree, making the fateful apple fall on the Newton's head, and helped Ginsberg to get to Woodstock, where Ginsberg saved the concert by noticing a 'snagged' extension cord. Riker has never seen Quinn before, but Q tells the court that Quinn saved the life of one of Riker's ancestors. Q explains that without Quinn, Newton would never have developed his laws of physics, Woodstock would never have taken place, and Will Riker, who helped to save Earth from the Borg, would never have been born.

Tuvok responds by having the court examine the conditions of Quinn's imprisonment, which are extremely cramped and unpleasant, but Janeway refuses to allow the nature of Quinn's custody to influence her decision and she states that she will only rule in Quinn's favor if he can demonstrate that he is suffering so much that it justifies his death. She can see no evidence that Quinn is suffering. Tuvok requests a recess, and discusses Quinn's situation with him.

Q's bribe

Meanwhile, Janeway summons Q and asks him to offer Quinn his freedom even if Janeway rules against the Continuum. Q refuses, but offers to return *Voyager* to Earth if she rules in his favor.

The hearing recommences, and Tuvok suggests that they visit the Continuum. The two Q transport everyone to a road that runs through a desert. Quinn explains that it is a metaphorical manifestation of the Continuum, and leads them to a building. Several Q sit on the porch, but pay no attention to anyone. Quinn explains that the road leads throughout the Universe and comes back here. He says that the Q were once excited by the Universe, but now they have seen and done everything. When Quinn's irresponsible search for amusement forced him to think, he decided that the answer was self termination. The Continuum then overruled his right to decide what to do with his life. He tells Janeway that his existence is fruitless and meaningless. Quinn returns everyone to *Voyager*, and rests his case. Janeway calls a recess until the morning, when she will give her ruling.

Q visits Captain Janeway during the night and tells her that the Q have agreed not to return Quinn to his cell. He is clearly fascinated by her, but she asks him to leave.

The next day, Janeway tells the court that it has been difficult to reach a decision, but ultimately she has decided that Quinn is suffering unendurably and offers him asylum. Reluctantly, Q removes Quinn's powers and Janeway asks Quinn to consider exploring his newfound mortality.

Quinn then chooses his new name, and Janeway tries to think of a useful job for him. But before long, the Doctor calls Janeway to sickbay; Quinn has taken hemlock, and is on the point of death. Before he dies, Quinn thanks Janeway for making his suicide possible. Q appears, and explains that he gave Quinn the hemlock. The irrepressible Quinn reminded him of what was important, even if that meant defying the Continuum.

STARSHIP FACTS

Quinn was once one of the Q's most admired philosophers. His suicide has serious repercussions within the Continuum; shortly after his death, civil war breaks out.

ON SCREEN...

7 ***Quinn has had a major impact on the past. An old photograph shows he saved the life of Colonel Thaddeus Riker, ensuring that Will Riker would be born.***

8 ***Quinn shows the court his living conditions inside the comet. Although they are extremely unpleasant, Janeway decides they cannot affect her decision.***

9 ***Q attempts to influence Janeway's decision by offering to return VOYAGER and her crew to Earth if the captain decides against Quinn.***

10 ***Quinn takes the court to a representation of the Continuum, and says he finds immortality unsupportable. He has done everything, and now he wants to die.***

11 ***Janeway decides that she has to rule in Quinn's favor, but she begs him to consider exploring his new mortal existence.***

12 ***Quinn kills himself by taking hemlock. The deadly drug was supplied by Q, who has been inspired by Quinn's irrepressible spirit of defiance.***

FILE 68 STAR TREK: The Original Series

'Amok Time'

CAPTAINS LOG
STARDATE 3372.7
"On course, on schedule, bound for Altair VI, via Vulcan. First Officer Spock seems to be under stress. He has requested and been granted shore leave; ship's surgeon McCoy has him under medical surveillance."

The ***U.S.S. Enterprise NCC-1701*** is on its way to a diplomatic mission on **Altair VI** when **Mr. Spock** begins to behave strangely. He stops eating and sleeping, and even loses his temper. It is clear that Spock knows what is happening, but he will not tell anyone else.

Dr. McCoy stops a passing **Captain Kirk** and tells him that **Spock** is behaving oddly: he seems 'nervous' and hasn't been eating. As they talk, Spock throws **Nurse Chapel** out of his chambers, apparently furious that she has brought him some **plomeek soup**. Spock appears in the doorway, and barely able to control himself, requests a leave of absence on **Vulcan**.

Kirk confronts Spock and asks him what is going on. Spock is short-tempered and insists that he must go to Vulcan, but refuses to explain the real reasons why. Although the ***U.S.S. Enterprise NCC-1701*** is headed for **Altair VI**, Kirk agrees to change course. But as the *Enterprise* speeds to Vulcan, Kirk receives a message from **Starfleet** ordering the ship to reach Altair VI earlier, making a detour to Vulcan impossible. Reluctantly, Kirk makes the course change as ordered.

Out of control

That night, Kirk discovers that Spock has set a course back to Vulcan. He goes to the bridge and calls Spock to one side. Spock has no knowledge of the course change, but accepts that he must have made it. He asks to be restrained, and says that no Vulcan could explain what is happening. Troubled, Kirk sends him to sickbay.

Spock does as ordered, but is unwilling to be examined. McCoy eventually persuades him to take the medical, and when he has finished the doctor rushes to Kirk and tells him that he must take Spock to Vulcan or he'll die within eight days. He doesn't know why, but Spock's body is being flooded with adrenaline, and the stress will kill him.

Kirk goes to Spock's quarters and demands an explanation. Spock tells him that the problem is deeply personal, and that it is inconceivable that a Vulcan could discuss it with an offworlder. When Kirk insists, Spock explains that every seven years Vulcans are gripped with **Pon farr** – an uncontrollable need to mate. They lose control of their emotions, and must mate or die. Kirk tells his friend that he hasn't heard a word he's said, and contacts Starfleet.

Admiral Komack refuses to allow a change of course, but Kirk disobeys him and takes the ship to Vulcan at maximum speed When they arrive at Vulcan, Spock asks Kirk

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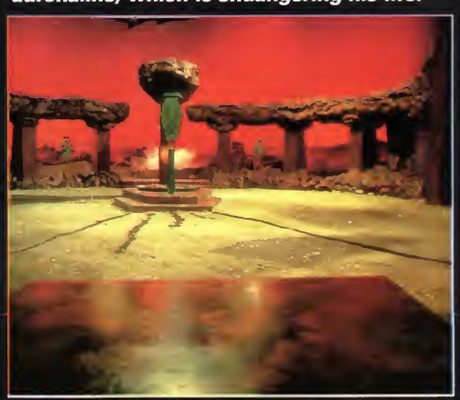
ON SCREEN...

1 *As Kirk and McCoy discuss Spock's behavior they are amazed to see him throw Nurse Chapel out of his quarters.*

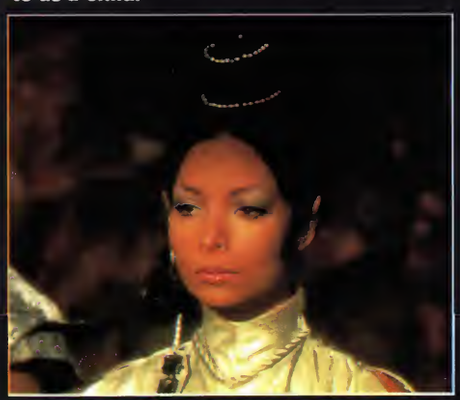
2 *Spock is uncharacteristically emotional, and can barely control his temper. He even shouts at Christine Chapel.*

3 *McCoy's examination shows that Spock's body is being flooded with adrenaline, which is endangering his life.*

4 *Spock tells Kirk that he must mate with T'Pring, the woman he was joined to as a child.*



5 *The marriage is to take place in an ancient arena, which has been in Spock's family for generations.*



6 *T'Pring meets Spock in the wedding ground, but she chooses not to marry him and invokes the challenge instead.*

'Amok Time'

and McCoy to accompany him to the surface, as his closest friends. On the bridge, Spock exchanges a ritual greeting with his 'wife', **T'Pring**.

Spock, Kirk and McCoy beam down to Spock's family lands, to the place where they perform their **koon-ut-kal-if-ee**. As the marriage party approaches, Spock explains that he and T'Pring were psychically joined as children. The marriage party is led by **T'Pau**, the only person to ever turn down a seat on the **Federation** council. Spock greets her, and introduces her to Kirk and McCoy. She tells them that what they are about to see has been unchanged since the beginnings of the Vulcan race.

They prepare for the wedding, but T'Pau stops the proceedings, choosing a challenge over the wedding. Spock is gripped with the **plak tow**, the blood fever. T'Pau tells Kirk and McCoy that Spock will have to fight for T'Pring, who must name her champion. To everyone's surprise she chooses Kirk. T'Pring's companion, **Stonn**, steps forward and says that he was meant to fight, but T'Pau tells him the choice has been made. She offers Kirk the chance to leave. Spock is barely able to speak, but manages to protest, saying that Kirk does not understand. T'Pau tells him she will not intervene. Kirk asks what will happen if he declines, and T'Pau tells him that if he does another champion will be chosen. Convinced that Stonn would beat Spock, Kirk accepts.

To the death

T'Pau calls for the ritual weapons and explains that the combat is to be fought to the death. Kirk protests, but T'Pau says that the challenge must go ahead.

Combat begins. Kirk and Spock seem evenly matched, and when the first weapons have been destroyed T'Pau calls a halt. McCoy uses the break to give Kirk an injection; he tells him that it is a tri-ox compound that will help him breathe in Vulcan's thin atmosphere. The next weapons are brought out, and the fight starts again. During the combat, Spock strangles Kirk and drops his limp body to the ground. McCoy reports that Kirk is dead, and a stunned Spock breaks free from the madness that had filled him.

Spock orders McCoy to return to the *Enterprise* and plot a course for the nearest ***Starbase***, where Spock plans to surrender himself to the authorities.

Spock asks T'Pring why she invoked the challenge. She tells him that he has become almost legendary on Vulcan and that she did not wish to be married to a legend, but she did want Stonn, who wanted her. She reasoned that if Kirk won, he would not want her, and she would have Stonn, and that if Spock won, he would not want her because she had dared to challenge him.

Spock is impressed with her logic, and releases her from her vows. Bidding farewell to T'Pau, he returns to the *Enterprise*. He cannot contain his emotions when he is greeted by Kirk. The Captain explains that McCoy injected him with a neural paralyzer, not a tri-ox compound. Spock is clearly relieved, and struggles to explain his emotional outburst as concern for Starfleet.

STARSHIP FACTS

Vulcans experience Pon farr once every seven years. Unless a male Vulcan can return to his home planet or take a mate, he will stop eating and sleeping, and will lose control of his emotions. During the actual mating process, a Vulcan forms a telepathic bond with his or her partner.

ON SCREEN...

***7** Spock is now deep in the plak tow, the blood fever. He does not seem to be able to hear what is going on, and must devote all his energies to restraining his violent emotions.*

***8** Instead of choosing Stonn, as she had planned, T'Pring asks Kirk to be her champion. Just as the Vulcans once did in the ancient time, he must fight Spock for the right to marry her.*

***9** Even though he had not realized that the combat was to the death, Kirk is forced to fight Spock. The Vulcan is ferocious, but Kirk is at first able to hold his own.*

***10** When T'Pau calls a brief halt to the proceedings. McCoy takes the opportunity to give Kirk an injection, telling everyone it will help the captain to breathe in Vulcan's thin atmosphere.*

***11** Eventually, Spock overcomes the captain and McCoy reports that he is dead. The shock brings Spock back to normal.*

***12** Spock is delighted to see that Kirk is alive and well. McCoy had given the captain an injection which made it appear that he had died.*

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 3

CAPTAIN'S LOG STARDATE 7412.6

"1.8 hours from launch. In order to intercept the intruder at the earliest possible time, we must now risk engaging warp drive while still within the solar system."

The *U.S.S. Enterprise NCC-1701* is barely ready for action, **Admiral Kirk** is pushing everyone to the limits, and even though **Mr. Spock** is a welcome addition to the crew, he seems to have lost all traces of humanity.

The impulse engines are engaged on the newly refitted ***U.S.S. Enterprise NCC-1701***, and the ship moves past Jupiter and Saturn, heading out into the Galaxy toward a confrontation with the ominous cloud that has already destroyed three **Klingon** ships and a **Federation** space station and is now relentlessly approaching Earth.

The *Enterprise* is less than two hours into its mission to intercept the intruder, and **Admiral Kirk** doesn't want to waste another second. Despite **Decker**'s warnings about needing more simulation time on the flow sensors, Kirk orders the ship to go to warp. Even after **Dr. McCoy** tells Kirk that he's pushing his crew too hard, and **Chief Engineer Scott** warns that the warp drive might not hold up, Kirk remains firm: he wants warp one.

Mr. Sulu accelerates, the nacelles fire and the ship streaks off into the distance. Everything seems normal then, suddenly, a wormhole forms and the *Enterprise* is sucked inside. Everything goes wrong at once: power systems are overloaded, there's no helm control or impulse power, and the wormhole distortion is overwhelming. The crew has difficulty moving, and even speaking, as if space itself is deformed.

Under threat

Worse still, an asteroid appears in the starship's path, a mere 20 seconds from impact. Kirk orders **Chekov** to fire phasers at the asteroid, but Decker screams for Chekov to use **photon torpedoes** instead. Decker and Chekov struggle against the enormous g-forces and manage to fire the torpedoes, destroying the deadly asteroid with only seconds to spare. The ship shakes from the explosion, but it also pulls out of the wormhole. All control is restored, and the crew breathe a collective sigh of relief.

Kirk is shaken at having brought the ship so close to destruction, but he collects himself and again orders Scotty to restore warp drive as soon as possible. Then he orders Decker to see him in his quarters. Dr. McCoy tags along.

Decker explains that he countermanded Kirk's order because the *Enterprise*'s redesign routes phaser power through the engines, meaning they were cut off during

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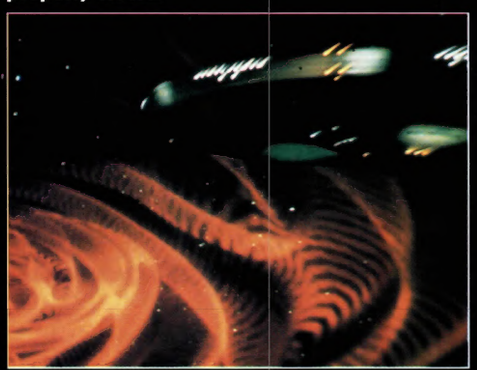
ON SCREEN...

1 *Kirk is determined to intercept the cloud as soon as possible. He decides to go to warp, even though the engines haven't been properly tested.*

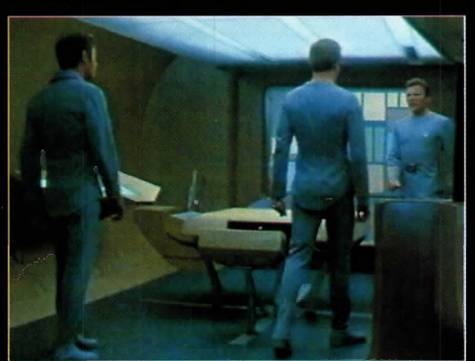
2 *McCoy warns his old friend that he is pushing the ship and her crew too hard. The crew know what they are doing, and he should trust them.*



3 *As she makes warp speed, the U.S.S. ENTERPRISE is pulled into a wormhole. The stresses are enormous, and the crew are barely able to move.*

4 *An asteroid has been pulled into the wormhole with the ENTERPRISE. Kirk orders Chekov to fire the phasers, but Decker belays the order.*

5 *Following Decker's orders, Chekov destroys the asteroid with the ship's photon torpedoes. Seconds later, the ENTERPRISE escapes from the wormhole.*



6 *Kirk is angry with Decker for overruling his orders, but the young officer tells Kirk that the redesign of the ENTERPRISE means the phasers would have been useless.*

STAR TREK: THE MOTION PICTURE Part 3

the antimatter imbalance. Chagrined, Kirk thanks him for saving the ship, but tells Decker to stop competing for authority. Decker thinks the admiral's long layoff and unfamiliarity with the ship make him a danger to the mission. Kirk, realizing that his junior officer might be right, asks for, and receives, Decker's promise to help him with any difficulties he might have.

Out in the corridor, Decker and **Ilia** meet. Ilia wants to know why he left **Delta IV** without saying goodbye; Decker asks if she could have said it herself. She admits she couldn't, then leaves, unable to say more.

Meanwhile, McCoy tells Kirk that Decker might be right: Kirk is the competitor. Having used this emergency to get his command of *Enterprise* back, he's intent on outshining Decker. He is using every opportunity possible to embarrass the young man, and his personal agenda is clouding his judgment as the ship's captain. Kirk notes McCoy's opinion, just as they are interrupted by **Lieutenant Uhura** on the intercom: a **Federation** shuttle is docking, with a passenger who wishes to come aboard.

Completed team

That passenger is none other than **Mr. Spock**, his demeanor as solemn as his black attire. Kirk and McCoy are surprised, but pleased, to see their old friend. But Spock is stony-faced, and even more businesslike than usual. He offers his services as science officer; he has been monitoring Kirk's communications with Starfleet command, and knows about their problems.

Decker, aware of Spock's reputation, is happy to step aside. Kirk tells Chekov to log Mr. Spock's **Starfleet** commission as being reactivated. Even Dr. McCoy admits to being pleased to see his old crewmate again, and Uhura reiterates the comment. Uninterested in all the emotion, Spock leaves to help rebalance the engines.

Power restored

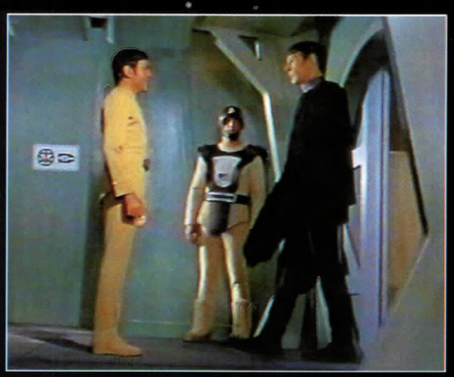
With Spock's help, the engines are soon functioning, and full warp capacity is restored in less than three hours. This time, the ship hits warp seven with ease; the *Enterprise* will now be able to intercept the dangerous cloud at a safe distance from Earth, while it is still a day's journey from the planet. The ship sets off in pursuit.

Admiral Kirk and **Dr. McCoy** meet with **Mr. Spock** in the officer's lounge; they are curious to know why he broke **Kolinahr** to join them. Spock tells them that he sensed thought patterns from a consciousness more powerful than anything ever encountered, thought patterns that emanate from the mysterious cloud the *Enterprise* is traveling to intercept. Spock believes it holds 'his answers'. Clearly, he's along for personal reasons, rather than because of any loyalty to Starfleet or his friends. Still, Kirk asks that he report anything further that he 'senses'. McCoy is wary, concerned that Spock might put his own intellectual interests above that of the crew's welfare, but Kirk refuses to believe this is possible.

A Red Alert sounds. Returning to the now-frenetic bridge, Kirk gets his first look at the immense, frightening, but possibly intelligent, cloud. Having intercepted the intruder, he now has to stop it.

ON SCREEN...

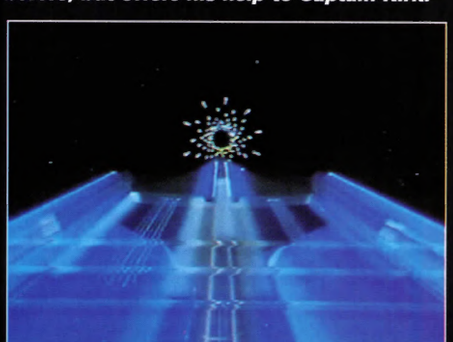
7 ***Kirk accepts that he is not up to speed with the redesign of the ENTERPRISE, and asks Decker to help him. When Decker has gone, McCoy warns Kirk that he is competing with the younger man.***



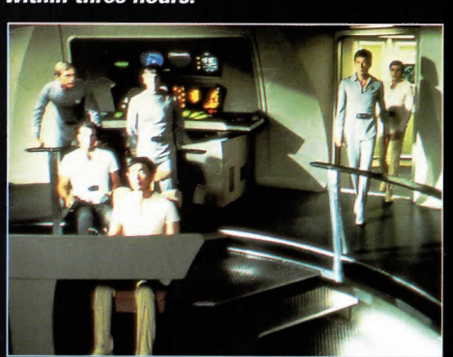
8 ***Spock's shuttle docks with the ENTERPRISE and the impassive Vulcan rejoins the crew. He has been monitoring the ENTERPRISE's communications and knows about her difficulties.***

9 ***On the bridge, Spock is uninterested in McCoy's emotional response; he relieves Decker as science officer and starts work. He is even less emotional than before, but offers his help to Captain Kirk.***

10 ***Spock joins Mr. Scott in Engineering, and together they recalibrate the ENTERPRISE's warp engines. The work goes quickly, and the ENTERPRISE is ready within three hours.***



11 ***This time the warp engines function properly, and the ENTERPRISE reaches warp seven with ease. The ship will now be able to intercept the cloud while it is at a safe distance from Earth – more than a day's journey away.***



12 ***The ENTERPRISE arrives at the intercept coordinates, and Kirk and his crew get their first look at the deadly cloud which is approaching Earth. They now have to do everything in their power to halt the cloud's advance.***

STARSHIP FACTS

Before returning to Vulcan to seek Kolinahr, Spock spends 21 years in Starfleet. Most of this time was spent on the *U.S.S. Enterprise*; Spock spent 11 years serving under Captain Christopher Pike and five years under James Kirk.

The refit of the *Enterprise* involves replacing the original warp nacelles and warp core, and redesigning all the major systems.

C continued

Code 710 Universally-recognized code that prohibits intruding upon a planet's celestial border. (*Starship Log:* 'A Taste of Armageddon' [TOS]) ***SEE FILE 68***

Code Blue ***Intrepid***-class starships, such as the ***U.S.S. Voyager***, go to Code Blue Alert while landing on a planet. The ***U.S.S. Defiant*** uses a Blue Alert to indicate that the **cloaking** device has been engaged. (*Starship Log:* 'The 37's' [VOY]) ***SEE FILE 71***

Code Factor 1 **Starfleet** designation indicating a current or impending invasion. (*Starship Log:* 'The Alternative Factor' [TOS]) ***SEE FILE 68***

Code One Alpha Zero Alert code used to communicate the discovery or detection of a vessel in need of assistance. (*Starship Log:* 'Relics' [TNG]) ***SEE FILE 69***

Code White resuscitation The process of reviving a dead individual. **Chakotay** alerted sickbay to prepare for Code White resuscitation when he agreed to be killed so that a young **Kazon** could earn his **Ogla** name. (*Starship Log:* 'Initiations' [VOY]) ***SEE FILE 71***

Chakotay is prepared to die, at least temporarily, to help Kar earn his Ogla name. He tells the boy to shoot him and warns the U.S.S. VOYAGER to prepare for a Code White resuscitation.

coded transponder frequency The unique frequency that broadcasts a vessel's identifying signature and profile. Other ships' sensors and tracking devices use the frequency to accurately monitor the vessel's position. (*Starship Log:* 'The Wounded' [TNG]) ***SEE FILE 69***

Cogito ergo sum Ancient human adage, coined by French philosopher René Descartes, generally translated as 'I think, therefore I am'. The ongoing discovery of androids, **holodeck** beings and other sentient life has reinforced its value as a means of defining sentient life. (*Starship Log:* 'Ship in a Bottle' [TNG]) ***SEE FILE 68, 69, 70, 71***

Immediately before the U.S.S. VOYAGER attempts to land on a planet, the ship goes to Blue Alert. The U.S.S. DEFIANT also goes to Blue Alert when its cloaking device is activated.

Cogley, Samuel T. **James Kirk**'s defense attorney during his trial for the murder of **Ben Finney** in 2267. Cogley, who loved antique books, won the case by proving that the ***U.S.S. Enterprise***'s computer had been altered to falsely implicate his client. (*Starship Log:* 'Court-Martial' [TOS]) ***SEE FILE 68***

coherent graviton pulse A dynamic oscillation that can nullify the emission of tetryon particles. (*Starship Log:* 'Schisms' [TNG]) ***SEE FILE 69***

coherent polaron pulse **Seska** used this resonating oscillation to locate the shuttle **Chakotay** used in an attempt to approach her **Kazon** ship undetected. (*Starship Log:* 'Maneuvers' [VOY]) ***SEE FILE 71***

coherent tetryon beam A scanning beam comprised of tetryon particles. The dying **Caretaker** utilized a coherent tetryon beam to examine spacecraft and life forms it abducted while searching for a suitable mate. (*Starship Log:* 'Caretaker' [VOY]) ***SEE FILE 71***

coil-spanner A tool used for simple repairs aboard a starship; it is heavy enough to make an effective weapon. **Lon Suder** used a two-kilo coil-spanner to murder ***U.S.S. Voyager*** crewman **Darwin** in 2371. (*Starship Log:* 'Meld' [VOY], 'The Bar Association' [DS9]) ***SEE FILE 70, 71***

coladrium flow One of several substances that is collected by **Bussard collectors**, **arva nodes** and other equipment on a starship, and then transformed into fuel. (*Starship Log:* 'Captive Pursuit' [DS9]) ***SEE FILE 70***

'Cold Moon Over Blackwater' A work of gothic fiction that **Lieutenant Aquiel Uhnari** took great pleasure in reading. (*Starship Log:* 'Aquiel' [TNG]) ***SEE FILE 69***

cold, common A temporary but debilitating respiratory ailment in humans, resulting from infection by one of a myriad of viral agents. The common cold once 'plagued' humanity, but a cure was discovered by the 2300s. (*Starship Log:* 'The Omega Glory' [TOS]; 'The Battle' [TNG]) ***SEE FILES 68, 69***

Code 710
Code Blue
Code Factor 1
Code One Alpha Zero
Code White resuscitation
coded transponder frequency
Cogito ergo sum
Cogley, Samuel T.
coherent graviton pulse
coherent tetryon beam
coil-spanner
coladrium flow
'Cold Moon Over Blackwater'
cold, common
coleibric hemorrhage
Coleman, Dr. Arthur
Coleridge, Biddle
colgonite astringent
collar of obedience
collective consciousness
Collins, Ensign
Colt Firearms
Coltar IV
coltayin roots
Columbia, S.S.
Columbus, Shuttlecraft
Colyus
com
com logs
combadge

Samuel T. Cogley is an old-fashioned lawyer with an enormous respect for the law. In 2267 he successfully defends Captain James T. Kirk during a court-martial.

The unfortunate U.S.S. VOYAGER crewman Darwin is murdered with a coil-spanner. His killer, Lon Suder, then drags the body into a plasma conduit, where it is partially vaporized.

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coleibric hemorrhage Malady that caused the **Cardassian Gul Darhe'el** to die in 2363. (*Starship Log:* 'Duet' [DS9]) ***SEE FILE 70***

Coleman, Dr. Arthur Survivor of the planet **Camus II** disaster and subsequent co-conspirator, with **Dr. Janice Lester**, in the transference of Lester's mind into **Captain James T. Kirk**'s body in 2269. (*Starship Log:* 'Turnabout Intruder' [TOS]) ***SEE FILE 68***

Biddle Coleridge, or B.C. as he preferred to be known, figured in the Bell Riots in 21st century San Francisco. He was part of the group that held the hostages during the siege.

Coleridge, Biddle A 'ghost' in **Sanctuary District A** in 2024 San Francisco. '**B.C.**,' as he preferred to be known, was a prime instigator in the **Bell Riots**. He was killed by the government troops who 'liberated' the district. (*Starship Log:* 'Past Tense', Parts I & II [DS9]) ***SEE FILES 7, 70***

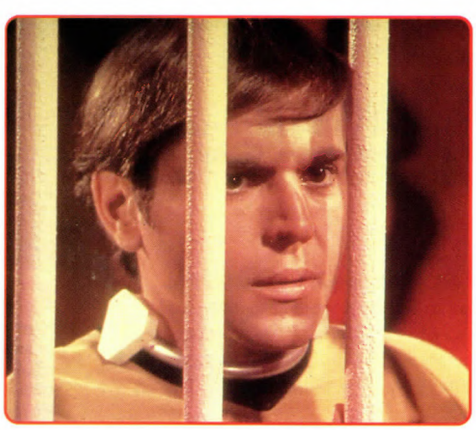
colgonite astringent Restorative beautification therapy provided in the ***U.S.S. Enterprise NCC-1701-D***'s barber shop. **Dr. Beverly Crusher** occasionally partook of the regimen. (*Starship Log:* 'The Host' [TNG]) ***SEE FILE 43, 69***

collar of obedience Color-coded collar fastened to the neck of every captive drill thrall, on **Triskelion**. The collar constricted, making it impossible to breathe, whenever a thrall disobeyed a command made by his or her **Provider**. (*Starship Log:* 'The Gamesters of Triskelion' [TOS]) ***SEE FILES 18, 68***

collective consciousness SEE **Borg collective** ***SEE FILE 15***

Collins, Ensign Male technician on the ***U.S.S. Enterprise NCC-1701-D***. Collins was assigned to the transporter department in 2368 when a **Starfleet** contingent was sent to rendezvous with the **Bajoran Orta**. (*Starship Log:* 'Ensign Ro' [TNG]) ***SEE FILES 25, 69***

In 2268, the Providers kidnapped several U.S.S. ENTERPRISE crew members, including Chekov, and took them to Triskelion. The Providers controlled their prisoners, or drill thralls, with collars of obedience. If a thrall disobeyed his master, the collar inflicted pain by tightening around the prisoner's neck, making it difficult to breathe.



Colt Firearms American firearms manufacturer, known chiefly for its revolvers, an invention of its founder Samuel Colt (1814-1862). A 500-year-old cavalry-issue Colt pistol was found on Earth in 2368. (*Starship Log:* 'Time's Arrow', Part I [TNG]) ***SEE FILE 69***

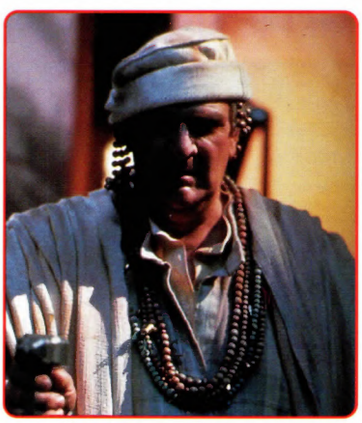
Coltar IV An agricultural colony on this planet was one of several sites where, in 2364, **Dr. Paul Manheim**'s tests of the relationship between gravity and time caused temporal spasms. (*Starship Log:* 'We'll Always Have Paris' [TNG]) ***SEE FILES 3, 69***

coltayin roots A dish containing propagative plant stems and **Terellian** seasonings. **Anna** served this to **Captain Jean-Luc Picard** as part of an **Iyaaran** study of love and eating. (*Starship Log:* 'Liaisons' [TNG]) ***SEE FILES 18, 69***

Columbia, S.S. **Federation** vessel that was engaged in a scientific expedition when it crashed on **Talos IV** in 2254. **Vina** was the sole surviving crew member. (*Starship Log:* 'The Cage'; 'The Menagerie', Part 1 [TOS]) ***SEE FILE 67***

Columbus, Shuttlecraft One of the shuttlecraft aboard the ***U.S.S. Enterprise NCC-1701***. Named for 15th-century nautical explorer Christopher Columbus, it aided in the search for the ***Galileo*** shuttle in 2267. (*Starship Log:* 'The Galileo Seven' [TOS]) ***SEE FILES 20, 69***

Colyus was the only real person in the Yaderan settlement. All the other villagers were holographic illusions.



Colyus Protector of a **Yaderan** settlement, a combination of Mayor and Sheriff. While investigating the disappearances of 22 citizens, Colyus learned, with **Dax**'s help, that the other villagers were actually holograms. (*Starship Log:* 'Shadowplay' [DS9]) ***SEE FILES 18, 70***

com An abbreviation for 'communication' in the everyday parlance of **Starfleet**, as in 'com signal' or 'combadge'. Also **comm**. ***SEE FILE 63***

com logs SEE **communications logs** ***SEE FILE 63***

combadge **Starfleet**-issue personal communicator in the shape of the Starfleet symbol, which replaced handheld and wrist communicators around 2360. Each combadge is assigned to only one individual, and transmits a multitude of data about its user. (*Starship Log:* 'The Hunted' [TNG]; 'Time and Again' [VOY]) ***SEE FILE 69, 70, 71***

All Starfleet personnel are issued with a combadge. It is primarily used as a communicator, but can also be used to locate an individual.